Platform LSF
Version 9 Release 1.3

Administering Platform LSF

SC27-5302-03

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Note
Before using this information and the product it supports, read the information in "Notices" on page 827.

First edition

This edition applies to version 9, release 1 of IBM Platform LSF (product number 5725G82) and to all subsequent releases and modifications until otherwise indicated in new editions.

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Chapter 1. Managing Your Cluster

Working with Your Cluster

Learn about LSF

Before using LSF for the first time, you should download and read LSF Foundations Guide for an overall understanding of how LSF works.

Basic concepts

Job states:
LSF jobs have the following states:

- PEND: Waiting in a queue for scheduling and dispatch
- RUN: Dispatched to a host and running
- DONE: Finished normally with zero exit value
- EXIT: Finished with non-zero exit value
- PSUSP: Suspended while pending
- USUSP: Suspended by user
- SSUSP: Suspended by the LSF system
- POST_DONE: Post-processing completed without errors
- POST_ERR: Post-processing completed with errors
- UNKWN: **mbatchd** lost contact with **sbatchd** on the host on which the job runs
- WAIT: For jobs submitted to a chunk job queue, members of a chunk job that are waiting to run
- ZOMBI: A job becomes ZOMBI if the execution host is unreachable when a non-rerunnable job is killed or a rerunnable job is requeued

Host:
An individual computer in the cluster.

Each host might have more than one processor. Multiprocessor hosts are used to run parallel jobs. A multiprocessor host with a single process queue is considered a single machine, while a box full of processors that each have their own process queue is treated as a group of separate machines.

Tip:

The names of your hosts should be unique. They should not be the same as the cluster name or any queue defined for the cluster.

Job:
A unit of work that is run in the LSF system. A job is a command submitted to LSF for execution, using the `bsub` command. LSF schedules, controls, and tracks the job according to configured policies.

Jobs can be complex problems, simulation scenarios, extensive calculations, anything that needs compute power.

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Job files

When a job is submitted to a queue, LSF holds it in a job file until conditions are right for it to be executed. Then the job file is used to execute the job.

UNIX: The job file is a Bourne shell script that is run at execution time.

Windows: The job file is a batch file that is processed at execution time.

Interactive batch job:
A batch job that allows you to interact with the application and still take advantage of LSF scheduling policies and fault tolerance. All input and output are through the terminal that you used to type the job submission command.

When you submit an interactive job, a message is displayed while the job is awaiting scheduling. A new job cannot be submitted until the interactive job is completed or terminated.

Interactive task:
A command that is not submitted to a batch queue and scheduled by LSF, but is dispatched immediately. LSF locates the resources needed by the task and chooses the best host among the candidate hosts that has the required resources and is lightly loaded. Each command can be a single process, or it can be a group of cooperating processes.

Tasks are run without using the batch processing features of LSF but still with the advantage of resource requirements and selection of the best host to run the task based on load.

Local task:
An application or command that does not make sense to run remotely. For example, the **ls** command on UNIX.

Remote task:
An application or command that can be run on another machine in the cluster.

Host types and host models:
Hosts in LSF are characterized by host type and host model.

The following example is a host with type X86_64, with host models Opteron240, Opteron840, Intel_EM64T, etc.

Host type:
The combination of operating system and host CPU architecture.

All computers that run the same operating system on the same computer architecture are of the same type - in other words, binary-compatible with each other.

Each host type usually requires a different set of LSF binary files.

Host model:
The host type of the computer, which determines the CPU speed scaling factor that is applied in load and placement calculations.

The CPU factor is considered when jobs are being dispatched.

Resources:

Resource usage:
The LSF system uses built-in and configured resources to track resource availability and usage. Jobs are scheduled according to the resources available on individual hosts.

Jobs submitted through the LSF system will have the resources they use monitored while they are running. This information is used to enforce resource limits and load thresholds as well as fairshare scheduling.

LSF collects information such as:

- Total CPU time that is consumed by all processes in the job
- Total resident memory usage in KB of all currently running processes in a job
- Total virtual memory usage in KB of all currently running processes in a job
- Currently active process group ID in a job
- Currently active processes in a job

On UNIX, job-level resource usage is collected through PIM.

Load indices:
Load indices measure the availability of dynamic, non-shared resources on hosts in the cluster. Load indices built into the LIM are updated at fixed time intervals.

External load indices:
Defined and configured by the LSF administrator and collected by an External Load Information Manager (ELIM) program. The ELIM also updates LIM when new values are received.

Static resources:
Built-in resources that represent host information that does not change over time, such as the maximum RAM available to user processes or the number of processors in a machine. Most static resources are determined by the LIM at start-up time.

Static resources can be used to select appropriate hosts for particular jobs that are based on binary architecture, relative CPU speed, and system configuration.

Load thresholds:
Two types of load thresholds can be configured by your LSF administrator to schedule jobs in queues. Each load threshold specifies a load index value:

- loadSched determines the load condition for dispatching pending jobs. If a host's load is beyond any defined `loadSched`, a job cannot be started on the host. This threshold is also used as the condition for resuming suspended jobs.
- `loadStop` determines when running jobs should be suspended.

To schedule a job on a host, the load levels on that host must satisfy both the thresholds configured for that host and the thresholds for the queue from which the job is being dispatched.

The value of a load index may either increase or decrease with load, depending on the meaning of the specific load index. Therefore, when comparing the host load conditions with the threshold values, you need to use either greater than (>) or less than (<), depending on the load index.

Runtime resource usage limits:
Limit the use of resources while a job is running. Jobs that consume more than the specified amount of a resource are signalled.

Hard and soft limits:
Resource limits specified at the queue level are hard limits while those specified with job submission are soft limits. See `setrlimit(2)` man page for concepts of hard and soft limits.

Resource allocation limits:
Restrict the amount of a given resource that must be available during job scheduling for different classes of jobs to start, and which resource consumers the limits apply to. If all of the resource is consumed, no more jobs can be started until some of the resource is released.

Resource requirements (bsub -R):
Restrict which hosts the job can run on. Hosts that match the resource requirements are the candidate hosts. When LSF schedules a job, it collects the load index values of all the candidate hosts and compares them to the scheduling conditions. Jobs are only dispatched to a host if all load values are within the scheduling thresholds.

View cluster information

LSF provides commands for users to access information about the cluster.

Cluster information includes the cluster master host, cluster name, cluster resource definitions, cluster administrator, and so on.

To view the ...	Run ...
Version of LSF	**lsid**
Cluster name	**lsid**
Current master host	**lsid**
Cluster administrators	**lsclusters**
Configuration parameters	**bparams**
LSF system runtime information	**badmin** showstatus

View LSF version, cluster name, and current master host

Run **lsid** to display the version of LSF, the name of your cluster, and the current master host. For example:

```
lsid
IBM Platform LSF Standard 9.1.3, May 5 2013
© Copyright IBM Corporation 1992, 2013.
```

```
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  by GSA ADP Schedule Contract with IBM Corp.
My cluster name is lsf91_bw3
My master name is delpe04.lsf.ibm.com
```

View cluster administrators

Run **lsclusters** to find out who your cluster administrator is and see a summary of your cluster:

```
lsclusters
CLUSTER_NAME   STATUS   MASTER_HOST    ADMIN        HOSTS     SERVERS
cluster1       ok       hostA          lsfadmin     6         6
```

If you are using the LSF MultiCluster product, you can see one line for each of the clusters that your local cluster is connected to in the output of **lsclusters**.

View configuration parameters

1. Run **bparams** to display the generic configuration parameters of LSF. These include default queues, job dispatch interval, job checking interval, and job accepting interval.

   ```
   bparams
   Default Queues:  normal idle
   MBD_SLEEP_TIME used for calculations: 20 seconds
   Job Checking Interval:  15 seconds
   Job Accepting Interval:  20 seconds
   ```

2. Run **bparams -l** to display the information in long format, which gives a brief description of each parameter and the name of the parameter as it appears in `lsb.params`.

```
bparams -l
System default queues for automatic queue selection:
    DEFAULT_QUEUE = normal idle
Amount of time in seconds used for calculating parameter values:
    MBD_SLEEP_TIME = 20 (seconds)
The interval for checking jobs by slave batch daemon:
    SBD_SLEEP_TIME = 15 (seconds)
The interval for a host to accept two batch jobs subsequently:
    JOB_ACCEPT_INTERVAL = 1 (* MBD_SLEEP_TIME)
The idle time of a host for resuming pg suspended jobs:
    PG_SUSP_IT = 180 (seconds)
The amount of time during which finished jobs are kept in core:
    CLEAN_PERIOD = 3600 (seconds)
The maximum number of finished jobs that are logged in current event file:
    MAX_JOB_NUM = 2000
The maximum number of retries for reaching a slave batch daemon:
    MAX_SBD_FAIL = 3
The number of hours of resource consumption history:
    HIST_HOURS = 5
The default project assigned to jobs.
    DEFAULT_PROJECT = default
Sync up host status with master LIM is enabled:
LSB_SYNC_HOST_STAT_LIM = Y
MBD child query processes will only run on the following CPUs:
MBD_QUERY_CPUS=1 2 3
```

3. Run **bparams -a** to display all configuration parameters and their values in `lsb.params`.

   For example:

   ```
   bparams -a
        MBD_SLEEP_TIME = 20
        SBD_SLEEP_TIME = 15
        JOB_ACCEPT_INTERVAL = 1
        SUB_TRY_INTERVAL = 60
   ```

```
 LSB_SYNC_HOST_STAT_LIM =  N
 MAX_JOBINFO_QUERY_PERIOD = 2147483647
 PEND_REASON_UPDATE_INTERVAL = 30
. . .
```

View daemon parameter configuration

Log on to a server host.

1. Display all configuration settings for running LSF daemons.
   - Run **lsadmin showconf** to display all configured parameters and their values in `lsf.conf` or `ego.conf` for LIM.
   - Run **badmin showconf mbd** or **badmin showconf sbd** to display all configured parameters and their values in `lsf.conf` or `ego.conf` for **mbatchd** and **sbatchd**.

   In a MultiCluster environment, the parameters apply to the local cluster only.
2. Display **mbatchd** and root **sbatchd** configuration.
   - Run **badmin showconf mbd** to display the parameters configured in `lsf.conf` or `ego.conf` that apply to **mbatchd**.
   - Run **badmin showconf sbd** to display the parameters configured in `lsf.conf` or `ego.conf` that apply to root **sbatchd**.

Examples

- Show **mbatchd** configuration:

```
badmin showconf mbd
MBD configuration at Fri Jun 8 10:27:52 CST 2011
     LSB_SHAREDIR=/scratch/dev/lsf/user1/0604/work
     LSF_CONFDIR=/scratch/dev/lsf/user1/0604/conf
     LSF_LOG_MASK=LOG_WARNING
     LSF_ENVDIR=/scratch/dev/lsf/user1/0604/conf
     LSF_EGO_DAEMON_CONTROL=N
     ...
```

- Show **sbatchd** configuration on a specific host:

```
badmin showconf sbd hosta
SBD configuration for host <hosta> at Fri Jun 8 10:27:52 CST 2011
     LSB_SHAREDIR=/scratch/dev/lsf/user1/0604/work
     LSF_CONFDIR=/scratch/dev/lsf/user1/0604/conf
     LSF_LOG_MASK=LOG_WARNING
     LSF_ENVDIR=/scratch/dev/lsf/user1/0604/conf
     LSF_EGO_DAEMON_CONTROL=N
     ,,,
```

- Show **sbatchd** configuration for all hosts:

```
badmin showconf sbd all
SBD configuration for host <hosta> at Fri Jun 8 10:27:52 CST 2011
     LSB_SHAREDIR=/scratch/dev/lsf/user1/0604/work
     LSF_CONFDIR=/scratch/dev/lsf/user1/0604/conf
     LSF_LOG_MASK=LOG_WARNING
     LSF_ENVDIR=/scratch/dev/lsf/user1/0604/conf
     LSF_EGO_DAEMON_CONTROL=N
     ...
SBD configuration for host <hostb> at Fri Jun 8 10:27:52 CST 2011
     LSB_SHAREDIR=/scratch/dev/lsf/user1/0604/work
     LSF_CONFDIR=/scratch/dev/lsf/user1/0604/conf
     LSF_LOG_MASK=LOG_WARNING
     LSF_ENVDIR=/scratch/dev/lsf/user1/0604/conf
     LSF_EGO_DAEMON_CONTROL=N
     ...
```

- Show **lim** configuration:

```
lsadmin showconf lim
LIM configuration at Fri Jun 8 10:27:52 CST 2010
     LSB_SHAREDIR=/scratch/dev/lsf/user1/0604/work
     LSF_CONFDIR=/scratch/dev/lsf/user1/0604/conf
     LSF_LOG_MASK=LOG_WARNING
     LSF_ENVDIR=/scratch/dev/lsf/user1/0604/conf
     LSF_EGO_DAEMON_CONTROL=N
     ...
```

- Show **lim** configuration for a specific host:

```
lsadmin showconf lim hosta
LIM configuration for host <hosta> at Fri Jun 8 10:27:52 CST 2011
     LSB_SHAREDIR=/scratch/dev/lsf/user1/0604/work
     LSF_CONFDIR=/scratch/dev/lsf/user1/0604/conf
     LSF_LOG_MASK=LOG_WARNING
     LSF_ENVDIR=/scratch/dev/lsf/user1/0604/conf
     LSF_EGO_DAEMON_CONTROL=N
     ...
```

- Show **lim** configuration for all hosts:

```
lsadmin showconf lim all
LIM configuration for host <hosta> at Fri Jun 8 10:27:52 CST 2011
     LSB_SHAREDIR=/scratch/dev/lsf/user1/0604/work
     LSF_CONFDIR=/scratch/dev/lsf/user1/0604/conf
     LSF_LOG_MASK=LOG_WARNING
     LSF_ENVDIR=/scratch/dev/lsf/user1/0604/conf
     LSF_EGO_DAEMON_CONTROL=N
     ...
LIM configuration for host <hostb> at Fri Jun 8 10:27:52 CST 2011
     LSB_SHAREDIR=/scratch/dev/lsf/user1/0604/work
     LSF_CONFDIR=/scratch/dev/lsf/user1/0604/conf
     LSF_LOG_MASK=LOG_WARNING
     LSF_ENVDIR=/scratch/dev/lsf/user1/0604/conf
     LSF_EGO_DAEMON_CONTROL=N
     ...
```

View runtime cluster summary information

Run **badmin showstatus** to display a summary of the current LSF runtime information about the whole cluster, including information about hosts, jobs, users, user groups, and **mbatchd** startup and reconfiguration:

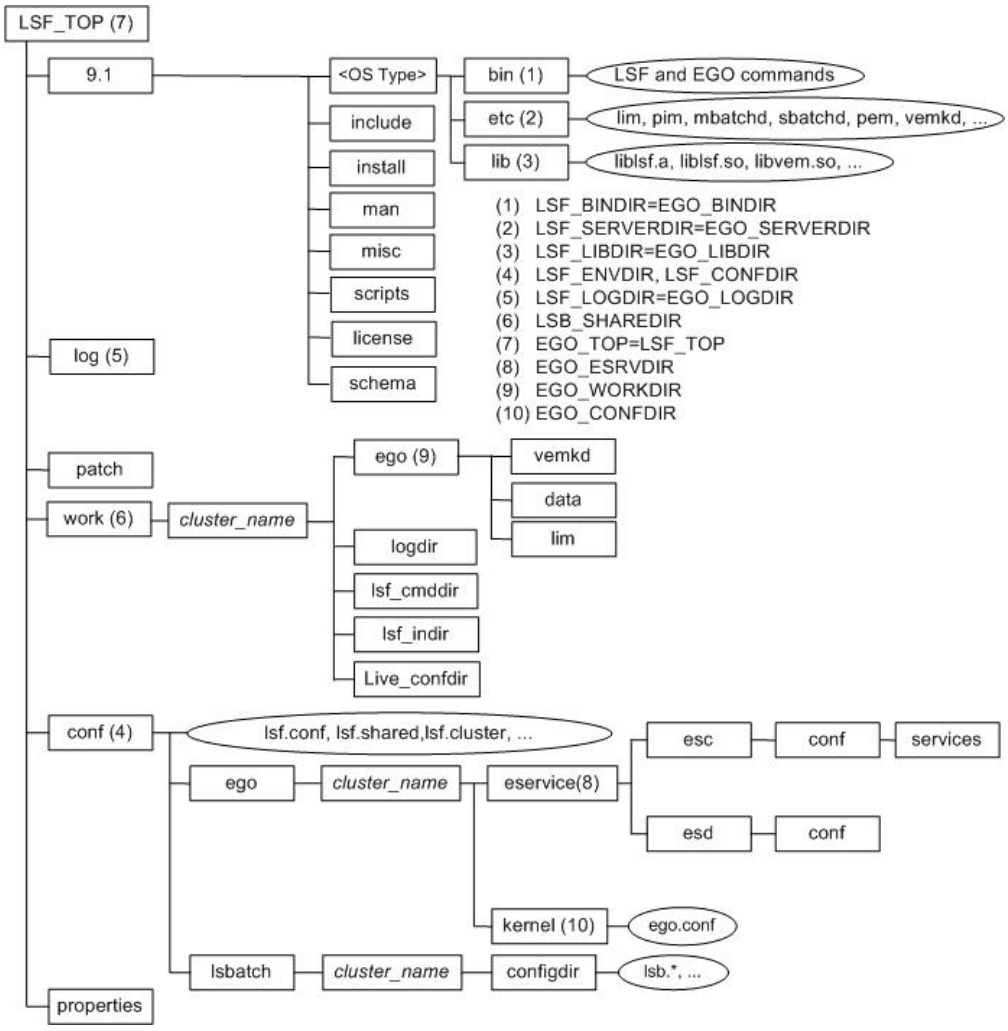
```
% badmin showstatus

LSF runtime mbatchd information
    Available local hosts (current/peak):
        Clients:                0/0
        Servers:                8/8
           CPUs:                14/14
           Cores:               50/50
           Slots:               50/50

    Number of servers:          8
        Ok:                     8
        Closed:                 0
        Unreachable:            0
        Unavailable:            0

    Number of jobs:             7
        Running:                0
        Suspended:              0
        Pending:                0
        Finished:               7

    Number of users:            3
    Number of user groups:      1
    Number of active users:     0
```

```
Latest mbatchd start:       Thu Nov 22 21:17:01 2012
Active mbatchd PID:         26283

Latest mbatchd reconfig:    Thu Nov 22 21:18:06 2012

mbatchd restart information
    New mbatchd started:    Thu Nov 22 21:18:21 2012
    New mbatchd PID:        27474
```

Example directory structures

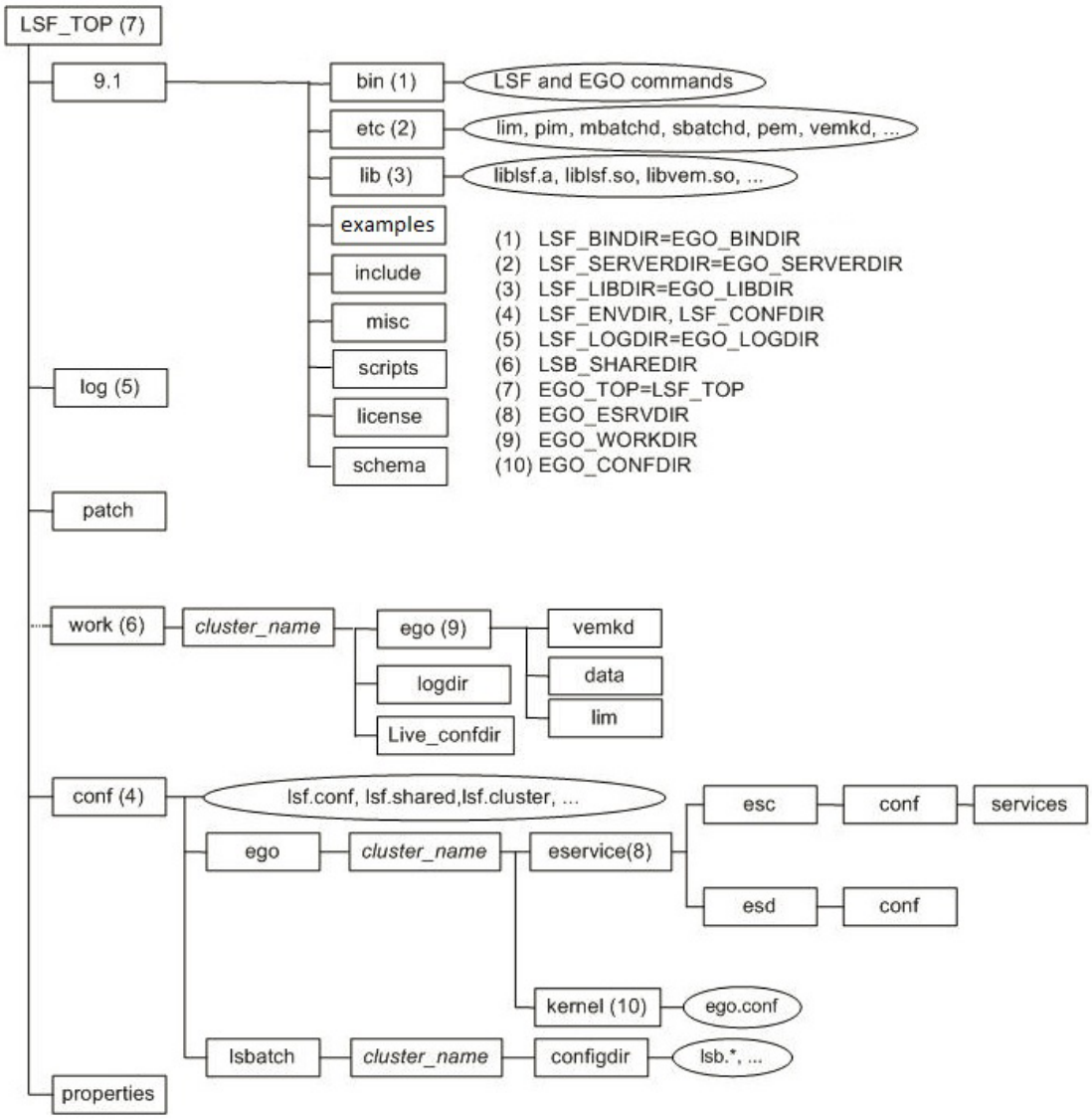
UNIX and Linux

The following figures show typical directory structures for a new UNIX or Linux installation with **lsfinstall**. Depending on which products you have installed and platforms you have selected, your directory structure may vary.



Microsoft Windows

The following diagram shows an example directory structure for a Windows installation.



Add cluster administrators

Primary Cluster Administrator

Required. The first cluster administrator, specified during installation. The primary LSF administrator account owns the configuration and log files. The primary LSF administrator has permission to perform clusterwide operations, change configuration files, reconfigure the cluster, and control jobs submitted by all users.

Other Cluster Administrators

Optional. Might be configured during or after installation.

Cluster administrators can perform administrative operations on all jobs and queues in the cluster. Cluster administrators have the same cluster-wide operational privileges as the primary LSF administrator except that they do not have permission to change LSF configuration files.

1. In the `ClusterAdmins` section of `lsf.cluster.`*cluster_name*, specify the list of cluster administrators following ADMINISTRATORS, separated by spaces.

   You can specify user names and group names.

   The first administrator in the list is the primary LSF administrator. All others are cluster administrators.

   For example:

   ```
   Begin ClusterAdmins
   ADMINISTRATORS = lsfadmin admin1 admin2
   End ClusterAdmins
   ```
2. Save your changes.
3. Restart all LIMs for the slave LIMs to pick up the new LSF admin.
4. Run **badmin mbdrestart** to restart **mbatchd**.

Control daemons

Permissions required

To control all daemons in the cluster, you must

- Be logged on as root or as a user listed in the `/etc/lsf.sudoers` file. See the *LSF Configuration Reference* for configuration details of `lsf.sudoers`.
- Be able to run the `rsh` or **ssh** commands across all LSF hosts without having to enter a password. See your operating system documentation for information about configuring the **rsh** and **ssh** commands. The shell command specified by LSF_RSH in `lsf.conf` is used before **rsh** is tried.

Daemon commands

The following is an overview of commands you use to control LSF daemons.

Daemon	Action	Command	Permissions
All in cluster	Start	lsfstartup	Must be root or a user listed in `lsf.sudoers` for all these commands
	Shut down	lsfshutdown	
sbatchd	Start	badmin hstartup [host_name ... | all]	Must be root or a user listed in `lsf.sudoers` for the startup command
	Restart	badmin hrestart [host_name ... | all]	Must be root or the LSF administrator for other commands
	Shut down	badmin hshutdown [host_name ... | all]	
mbatchd	Restart	badmin mbdrestart	Must be root or the LSF administrator for these commands
mbschd			
	Shut down	1. badmin hshutdown 2. badmin mbdrestart	
	Reconfigure	badmin reconfig	
RES	Start	lsadmin resstartup [host_name ... | all]	Must be root or a user listed in `lsf.sudoers` for the startup command

Daemon	Action	Command	Permissions
	Shut down	lsadmin resshutdown [host_name ... | all]	Must be the LSF administrator for other commands
	Restart	lsadmin resrestart [host_name ... | all]	
LIM	Start	lsadmin limstartup [host_name ... | all]	Must be root or a user listed in `lsf.sudoers` for the startup command
	Shut down	lsadmin limshutdown [host_name ... | all]	Must be the LSF administrator for other commands
	Restart	lsadmin limrestart [host_name ... | all]	
	Restart all in cluster	lsadmin reconfig	

sbatchd

Restarting **sbatchd** on a host does not affect jobs that are running on that host.

If **sbatchd** is shut down, the host is not available to run new jobs. Existing jobs running on that host continue, but the results are not sent to the user until **sbatchd** is restarted.

LIM and RES

Jobs running on the host are not affected by restarting the daemons.

If a daemon is not responding to network connections, **lsadmin** displays an error message with the host name. In this case, you must kill and restart the daemon manually.

If the LIM and the other daemons on the current master host shut down, another host automatically takes over as master.

If the RES is shut down while remote interactive tasks are running on the host, the running tasks continue but no new tasks are accepted.

LSF daemons / binaries protected from OS OOM Killer

The following LSF daemons are protected from being killed on systems that support out-of-memory (OOM) killer:

- root RES
- root LIM
- root SBATCHD
- pim
- melim
- mbatchd
- rla
- mbschd
- krbrenewd
- elim

- lim -2(root)
- mbatchd -2(root)

For the above daemons, oom_adj will automatically be set to -17 or oom_score_adj will be set to -1000 upon start/restart. This feature ensures that LSF daemons survive OOM killer but not user jobs.

When set daemons oom_adj/oom_score_adj are used, log messages are set to DEBUG level: “Set oom_adj to -17.” and “Set oom_score_adj to -1000.”

Root res, root lim, root sbatchd, pim, melim, and mbatchd protect themselves actively and will log messages.

All logs must set LSF_LOG_MASK as LOG_DEBUG.

In addition, the following must be set:

- res must be configured as LSF_DEBUG_RES="LC_TRACE"
- lim must be configured as LSF_DEBUG_LIM="LC_TRACE"
  When ego is enabled, must set EGO_LOG_MASK=LOG_DEBUG in ego.conf
- sbatchd must be configured as LSB_DEBUG_SBD="LC_TRACE"
- pim must be configured as LSF_DEBUG_PIM="LC_TRACE"
- mbatchd must be configured as LSB_DEBUG_MBD="LC_TRACE"

Control mbatchd

You use the **badmin** command to control **mbatchd**.

Reconfigure mbatchd

If you add a host to a host group, a host to a queue, or change resource configuration in the Hosts section of `lsf.cluster.`*cluster_name*, the change is not recognized by jobs that were submitted before you reconfigured.

If you want the new host to be recognized, you must restart **mbatchd** (or add the host using the **bconf** command if you are using live reconfiguration).

Run **badmin reconfig**.

When you reconfigure the cluster, **mbatchd** is not restarted. Only configuration files are reloaded.

Restart mbatchd

Run **badmin mbdrestart**.
LSF checks configuration files for errors and prints the results to `stderr`. If no errors are found, the following occurs:

- Configuration files are reloaded
- **mbatchd** is restarted
- Events in `lsb.events` are reread and replayed to recover the running state of the last **mbatchd**

Tip:

Whenever **mbatchd** is restarted, it is unavailable to service requests. In large clusters where there are many events in `lsb.events`, restarting **mbatchd** can take some time. To avoid replaying events in `lsb.events`, use the command **badmin reconfig**.

Log a comment when restarting mbatchd

1. Use the **-C** option of **badmin mbdrestart** to log an administrator comment in `lsb.events`.

   For example:

   ```
   badmin mbdrestart -C "Configuration change"
   ```

   The comment text `Configuration change` is recorded in `lsb.events`.

2. Run **badmin hist** or **badmin mbdhist** to display administrator comments for **mbatchd** restart.

Shut down mbatchd

1. Run **badmin hshutdown** to shut down **sbatchd** on the master host.

   For example:

   ```
   badmin hshutdown hostD
   Shut down slave batch daemon on <hostD> .... done
   ```

2. Run **badmin mbdrestart**:

   ```
   badmin mbdrestart
   Checking configuration files ...
   No errors found.
   ```

   This causes **mbatchd** and `mbschd` to exit. **mbatchd** cannot be restarted because **sbatchd** is shut down. All LSF services are temporarily unavailable, but existing jobs are not affected. When **mbatchd** is later started by **sbatchd**, its previous status is restored from the event log file and job scheduling continues.

Customize batch command messages

LSF displays error messages when a batch command cannot communicate with mbatchd. Users see these messages when the batch command retries the connection to mbatchd.

You can customize three of these messages to provide LSF users with more detailed information and instructions.

1. In the file `lsf.conf`, identify the parameter for the message that you want to customize.

   The following lists the parameters that you can use to customize messages when a batch command does not receive a response from mbatchd.

Reason for no response from mbatchd	Default message	Parameter used to customize the message
mbatchd is too busy to accept new connections or respond to client requests	`LSF is processing your request. Please wait...`	LSB_MBD_BUSY_MSG
internal system connections to mbatchd fail	`Cannot connect to LSF. Please wait...`	LSB_MBD_CONNECT_FAIL_MSG
mbatchd is down or there is no process listening at either the LSB_MBD_PORT or the LSB_QUERY_PORT	`LSF is down. Please wait...`	LSB_MBD_DOWN_MSG

2. Specify a message string, or specify an empty string:
   - To specify a message string, enclose the message text in quotation marks (") as shown in the following example:

     ```
     LSB_MBD_BUSY_MSG="The mbatchd daemon is busy. Your command will retry every 5 minutes. No action required."
     ```

- To specify an empty string, type quotation marks (") as shown in the following example:

  ```
  LSB_MBD_BUSY_MSG=""
  ```

  Whether you specify a message string or an empty string, or leave the parameter undefined, the batch command retries the connection to mbatchd at the intervals specified by the parameters LSB_API_CONNTIMEOUT and LSB_API_RECVTIMEOUT.

  Note:

  Before Version 7.0, LSF displayed the following message for all three message types: "batch daemon not responding...still trying." To display the previous default message, you must define each of the three message parameters and specify "batch daemon not responding...still trying" as the message string.

3. Save and close the `lsf.conf` file.

Reconfigure your cluster

After changing LSF configuration files, you must tell LSF to reread the files to update the configuration. Use the following commands to reconfigure a cluster:

- **`lsadmin reconfig`**
- **`badmin reconfig`**
- **`badmin mbdrestart`**

The reconfiguration commands that you use depend on which files you change in LSF. The following table is a quick reference.

After making changes to ...	Use ...	Which ...
`hosts`	**`badmin reconfig`**	reloads configuration files
`lsb.applications`	**`badmin reconfig`**	reloads configuration files Pending jobs use new application profile definition. Running jobs are not affected.
`lsb.hosts`	**`badmin reconfig`**	reloads configuration files
`lsb.modules`	**`badmin reconfig`**	reloads configuration files
`lsb.nqsmaps`	**`badmin reconfig`**	reloads configuration files
`lsb.params`	**`badmin reconfig`**	reloads configuration files
`lsb.queues`	**`badmin reconfig`**	reloads configuration files
`lsb.resources`	**`badmin reconfig`**	reloads configuration files
`lsb.serviceclasses`	**`badmin reconfig`**	reloads configuration files
`lsb.users`	**`badmin reconfig`**	reloads configuration files
`lsf.cluster.`*`cluster_name`*	**`lsadmin reconfig`** AND **`badmin mbdrestart`**	restarts LIM, reloads configuration files, and restarts **`mbatchd`**
`lsf.conf`	**`lsadmin reconfig`** AND **`badmin mbdrestart`**	restarts LIM, reloads configuration files, and restarts **`mbatchd`**

After making changes to ...	Use ...	Which ...
`lsf.licensescheduler`	**`bladmin reconfig`** **`lsadmin reconfig`** **`badmin mbdrestart`**	restarts **`bld`**, restarts LIM, reloads configuration files, and restarts **`mbatchd`**
`lsf.shared`	**`lsadmin reconfig`** AND **`badmin mbdrestart`**	restarts LIM, reloads configuration files, and restarts **`mbatchd`**
`lsf.sudoers`	**`badmin reconfig`**	reloads configuration files
`lsf.task`	**`lsadmin reconfig`** AND **`badmin reconfig`**	restarts LIM and reloads configuration files

Reconfigure the cluster with lsadmin and badmin

To make a configuration change take effect, use this method to reconfigure the cluster.

1. Log on to the host as `root` or the LSF administrator.
2. Run **`lsadmin reconfig`** to restart LIM:

   ```
   lsadmin reconfig
   ```

   The **`lsadmin reconfig`** command checks for configuration errors.

   If no errors are found, you are prompted to either restart lim on master host candidates only, or to confirm that you want to restart lim on all hosts. If fatal errors are found, reconfiguration is aborted.
3. Run **`badmin reconfig`** to reconfigure **`mbatchd`**:

   ```
   badmin reconfig
   ```

   The **`badmin reconfig`** command checks for configuration errors.

   If fatal errors are found, reconfiguration is aborted.

Reconfigure the cluster by restarting mbatchd

To replay and recover the running state of the cluster, use this method to reconfigure the cluster.

Run **`badmin mbdrestart`** to restart **`mbatchd`**:
`badmin mbdrestart`
The **`badmin mbdrestart`** command checks for configuration errors.
If no fatal errors are found, you are asked to confirm **`mbatchd`** restart. If fatal errors are found, the command exits without taking any action.

Tip:

If the `lsb.events` file is large, or many jobs are running, restarting **`mbatchd`** can take some time. In addition, **`mbatchd`** is not available to service requests while it is restarted.

View configuration errors

1. Run `lsadmin ckconfig -v`.
2. Run `badmin ckconfig -v`.

This reports all errors to your terminal.

Live reconfiguration

You can use live reconfiguration to make configuration changes in LSF active memory that take effect immediately. Live reconfiguration requests use the **bconf** command, and generate updated configuration files in the directory set by **LSF_LIVE_CONFDIR** in `lsf.conf`. By default, **LSF_LIVE_CONFDIR** is set to **$LSB_SHAREDIR/***cluster_name*`/live_confdir`. This directory is created automatically during LSF installation but remains empty until live reconfiguration requests write working configuration files into it later.

Live configuration changes made using the bconf command are recorded in the history file `liveconf.hist` located under `$LSB_SHAREDIR/`*cluster_name*`/logdir`, and can be queried using the **bconf hist** command. Not all configuration changes are supported by **bconf** and substantial configuration changes made using **bconf** might affect system performance for a few seconds.

When files exist in the directory set by **LSF_LIVE_CONFDIR**, all LSF restart and reconfig commands read the files in this directory instead of configuration files in **LSF_CONFDIR**. Merge the configuration files that are generated by **bconf** into **LSF_CONFDIR** regularly to avoid confusion. Alternatively, if you want **bconf** changes to overwrite original configuration files directly, set **LSF_LIVE_CONFDIR** to **LSF_CONFDIR**.

For more information about the **bconf** command syntax and a complete list of configuration changes that are supported by live reconfiguration, see the **bconf** man page or **bconf** in the *LSF Command Reference*.

bconf authentication

All **bconf** requests must be made from static servers; bconf requests from dynamic hosts or client hosts are not accepted.

Regular users can run **bconf hist** queries. Only cluster administrators and root can run all **bconf** commands.

User group administrators can do the following:

- with usershares rights: adjust user shares using **bconf update**, **addmember**, or **rmmember**
- with full rights: adjust both user shares and group members using bconf update, delete the user group using **bconf delete**, and create new user groups using **bconf create**

Note:

User group admins with `full` rights can only add a user group member to the user group if they also have `full` rights for the member user group.

User group administrators adding a new user group with **bconf create** are automatically added to GROUP_ADMIN with full rights for the new user group.

For more information about user group administrators see “LSF user groups” on page 151 and the `lsb.users` man page or `lsb.users` in the *LSF Configuration Reference*.

Enable live reconfiguration

All configuration files should be free from warning messages when **badmin reconfig** is running, and multiple sections in configuration files should be merged where possible. Configuration files should follow the order and syntax that is given in the template files.

1. Define **LSF_LIVE_CONFDIR** in `lsf.conf` using an absolute path.
2. Run **lsadmin reconfig** and **badmin mbdrestart** to apply the new parameter setting.

   Running **bconf** creates updated copies of changed configuration files in the directory that is specified by **LSF_LIVE_CONFDIR**.

   Important:

   When a file exists in the directory set by **LSF_LIVE_CONFDIR**, all LSF restart and reconfig commands read the file in this directory instead of the equivalent configuration file in **LSF_CONFDIR**.

Add a host to the cluster using bconf

You can add a new slave host with boolean resources to your cluster using live reconfiguration.

Run **bconf add host=***hostname*
For example:

```
bconf add host=host24 "MXJ=21;RESOURCES=bigmem"
bconf: Request for host <host24> accepted
```

Restriction:

If default is already defined in `lsb.hosts` without a model or type line, no new line is added to the `lsb.hosts` file. (Applies to hosts added without batch parameters.)

When using MultiCluster you cannot add leased hosts or any hosts from another cluster.

Newly added hosts do not join an existing advance reservation, or run existing pending jobs submitted to a host group with **bsub -m** where more than one host or hostgroup is specified.

Adding a faster host to the cluster does not update the RUNLIMIT definition in the queue to normalize with the new cpu factor.

Create a user group using bconf

Run **bconf create usergroup=***group_name*
For example:

```
bconf create usergroup=ug12 "GROUP_MEMBER=user1 user2 ; USER_SHARES=[user1, 5]
[user2, 2] ; GROUP_ADMIN=admin1"
bconf: Request for usergroup <ug12> accepted
```

Once accepted by **bconf**, the new usergroup appears in **bugroup** output:

```
bugroup -l ug12
GROUP_NAME:  ug12
USERS:       user2 user1
GROUP_ADMIN: admin1
SHARES:      [user1, 5] [user2, 2]
```

Remove a user group member using bconf:
You can remove members from a usergroup using live reconfiguration.

And removing the specified group member, all references to the group member are updated as required.

Run **bconf rmmember usergroup=***group_name* **"GROUP_MEMBER=***user_name***"**
For example:

```
bconf rmmember usergroup=ug12 "GROUP_MEMBER=user1"
bconf: Request for usergroup <ug12> accepted
```

Once accepted by **bconf**, the changed usergroup appears in **bugroup** output:

```
bugroup -l ug12
GROUP_NAME:  ug12
USERS:       user2
GROUP_ADMIN: admin1
SHARES:      [user2, 2]
```

Notice the SHARES entry for user1 is also removed.

Create a limit using bconf

You can create new limits using live reconfiguration.

Run bconf create limit=*limit_name*
For example, to create the limit X1 with a job limit of 23 per host:

```
bconf create limit=X1 "JOBS=23;PER_HOST=host12"
bconf: Request for limit <X1> accepted
```

Once accepted by **bconf**, the new limit appears in **blimits** output:

```
blimits -cn X1
Begin Limit
 NAME          = X1
 PER_HOST      = host12
 JOBS          = 23
End Limit
```

Limits that are created using `bconf create` are written to the changed `lsb.resources` configuration file in horizontal format.

Update a limit using bconf:
Run **bconf update limit=***limit_name*. For example:

```
bconf update limit=Lim3 "JOBS=20; SLOTS=100"
```

Examples of changing a limit in two steps

Changing a limit using bconf might require two **bconf** calls if you have a dependent value or want to change from an integer to a percentage setting.

For example, given the limit L1 configured in `lsb.resources`, MEM is dependent on PER_HOST:

```
Begin Limit
 NAME          = L1
 PER_USER      = all
 PER_QUEUE     = normal priority
 PER_HOST      = all
 MEM           = 40%
End Limit
```

One **bconf update** call cannot reset both the PER_HOST value and dependent MEM percentage value:

```
bconf update limit=L1 "MEM=-;PER_HOST=-"
bconf: Request for limit <L1> rejected
Error(s): PER_HOST cannot be replaced due to the dependent resource MEM
```

Instead, reset MEM and PER_HOST in two steps:

```
bconf update limit=L1 "MEM=-;"
bconf: Request for limit <L1> accepted
bconf update limit=L1 "PER_HOST=-"
bconf: Request for limit <L1> accepted
```

Similarly, changing the value of SWP from a percentage to an integer requires two steps:

```
Begin Limit
 NAME          = L1
 ...
 SWP = 40%
End Limit
```

```
bconf update limit=L1 "SWP=20"
bconf: Request for limit <L1> rejected
Error(s): Cannot change between integer and percentage directly; reset the resource first
```

First reset SWP and then set as an integer, calling **bconf** twice:

```
bconf update limit=L1 "SWP=-;"
bconf: Request for limit <L1> accepted
bconf update limit=L1 "SWP=20"
bconf: Request for limit <L1> accepted
```

Add a user share to a fairshare queue

You can add a member and share to a fairshare queue in `lsb.queues` using live reconfiguration.

Run **bconf addmember queue=***queue_name* **"FAIRSHARE=USER_SHARES[[***user_name*, *share***]]"**
For example, for the existing `lsb.queues` configuration:

```
...
Begin queue
QUEUE_NAME=my_queue
FAIRSHARE=USER_SHARES[[tina, 10] [default, 3]]
End Queue
...
```

Add a user group and share:

```
bconf addmember queue=my_queue "FAIRSHARE=USER_SHARES[[ug1, 10]]"
bconf: Request for queue <my_queue> accepted
```

Once accepted by **bconf**, the new share definition appears in **bqueue -l** output:

```
bqueues -l my_queue
...
USER_SHARES: [tina, 10] [ug1, 10] [default, 3]
...
```

Important:

If USER_SHARES=[] for the fairshare queue and a share value is added to USER_SHARES, the value [default,1] is also added automatically.
For example, for the lsb.queues configuration:

```
...
Begin queue
QUEUE_NAME=queue16
FAIRSHARE=USER_SHARES[]
End Queue
...
```

Add a share value:

```
bconf addmember queue=queue16 "FAIRSHARE=USER_SHARES[[user3, 10]]"
bconf: Request for queue <queue16> accepted
```

Once accepted by **bconf**, the new share definition appears in **bqueue -l** output:

```
bqueues -l queue16
...
USER_SHARES: [user3, 10] [default, 1]
...
```

Add consumers to a guaranteed resource pool

Change the DISTRIBUTION of a guaranteed resource pool in `lsb.resources` using live reconfiguration.

Run **bconf addmember gpool=***pool_name* **"DISTRIBUTION=([***SLA, share***])"**
For example, for the existing `lsb.resources` configuration:

```
...
Begin GuaranteedResourcePool
NAME=my_pool
DISTRIBUTION=([SLA1, 10] [SLA2, 30])
...
End GuaranteedResourcePool
...
```

Add another SLA and share:

```
bconf addmember gpool=my_pool "DISTRIBUTION=([SLA3, 10])"
bconf: Request for gpool <my_pool> accepted
```

Once accepted by **bconf**, the new share definition appears in **bqueue -l** output:

```
bresources -gl my_pool
GUARANTEED RESOURCE POOL: my_pool
TYPE: slots
DISTRIBUTION: [SLA1,10] [SLA2,30] [SLA3,10]
...
```

Note:

An SLA is neither a user group nor a host group. Do not use **bconf** to update an SLA.

For more about guaranteed resource pools see “About guaranteed resources” on page 395

View bconf records

All successful and partially successful **bconf** requests are recorded in the history file `liveconf.hist` located under `$LSB_SHAREDIR/`*`cluster_name`*`/logdir`.

Run **bconf hist**.
All **bconf** requests made by the current user are displayed.
For example:

```
bconf hist
TIME                 OBJECT    NAME   ACTION   USER   IMPACTED_OBJ
Nov 9 15:19:46 2009  limit     aaa    update   liam limit=aaa
Nov 9 15:19:28 2009  queue     normal update   liam queue=normal
```

View bconf records for a specific configuration file:
Run **bconf hist -f** *config_file*
where *config_file* is one of `lsb.resources`, `lsb.queues`, `lsb.users`, `lsb.hosts`, `lsf.cluster.`*clustername*, or `lsb.serviceclasses`.
All entries in the bconf history file which changed the specified configuration file are listed. This includes changes made directly, such as changing a limit, and indirectly, such as deleting the usergroup which must then be removed from the limit.
For example:

```
bconf hist -u all -f lsb.resources
TIME                 OBJECT    NAME   ACTION   USER   IMPACTED_OBJ
Nov 9 15:19:50 2009  limit     aaa    create   robby limit=aaa
Nov 9 15:19:46 2009  limit     aaa    update   liam  limit=aaa
Nov 9 15:19:37 2009  usergroup ug1    delete   robby  queue=normal owners*
                                                    limit=bbb
                                                    usergroup=ug1
```

View bconf records for a specific type of object:
Run **bconf hist -o** *object_type*
where *object_type* is one of: user, usergroup, host, hostgroup, queue, limit, gpool
All entries in the bconf history file which changed the specified object are listed.
For example:

```
bconf hist -u all -o queue
TIME                 OBJECT    NAME   ACTION   USER   IMPACTED_OBJ
Nov 9 15:19:28 2009  queue     normal update   liam queue=normal
Nov 9 15:19:37 2009  usergroup ug1    delete   robbyt  queue=normal owners*
                                                    limit=bbb
                                                    usergroupr=ug1
```

Merge configuration files

Any changes made to configuration files using the **bconf** command result in changed configuration files written to the directory set by **LSF_LIVE_CONFDIR** in `lsf.conf`. LSF restart and reconfig uses configuration files in **LSF_LIVE_CONFDIR** if they exist.

Make live reconfiguration changes permanent by copying changed configuration files into the **LSF_CONFDIR** directory.

Important:

Remove **LSF_LIVE_CONFDIR** configuration files or merge files into **LSF_CONFDIR** before disabling **bconf**, upgrading LSF, applying patches to LSF, or adding server hosts.

1. Locate the live reconfiguration directory set in **LSF_LIVE_CONFDIR** in `lsf.conf`.

   The bconf command can result in updated copies of the following configuration files:

   - `lsb.resources`
   - `lsb.queues`
   - `lsb.users`
   - `lsb.hosts`
   - `lsf.cluster.`*clustername*

2. Copy any existing configuration files from **LSF_LIVE_CONFDIR** to the main configuration file directory set by **LSF_CONFDIR** in `lsf.conf`.
3. Delete configuration files from **LSF_LIVE_CONFDIR**.

   Running **badmin mbdrestart** or **lsadmin reconfig** now, **LSF_LIVE_CONFDIR** is empty, and the configuration files that are found in **LSF_CONFDIR** are used.

LSF Daemon Startup Control

The LSF daemon startup control feature allows you to specify a list of user accounts other than **root** that can start LSF daemons on UNIX hosts. This feature also enables UNIX and Windows users to bypass the additional login required to start **res** and **sbatchd** when the EGO Service Controller (EGOSC) is configured to control LSF daemons; bypassing the EGO administrator login enables the use of scripts to automate system startup.

About LSF daemon startup control

Startup by users other than root (UNIX only)

On UNIX hosts, by default only root can manually start LSF daemons. To manually start LSF daemons, a user runs the commands **lsadmin** and **badmin**, which is installed as setuid root. The LSF daemon startup control feature allows you to specify a list of user accounts that are allowed to run the commands **lsadmin** and **badmin** to start LSF daemons. The list is defined in the file `lsf.sudoers`.

On Windows hosts, the services admin group identifies the user accounts that can start and shut down LSF daemons.

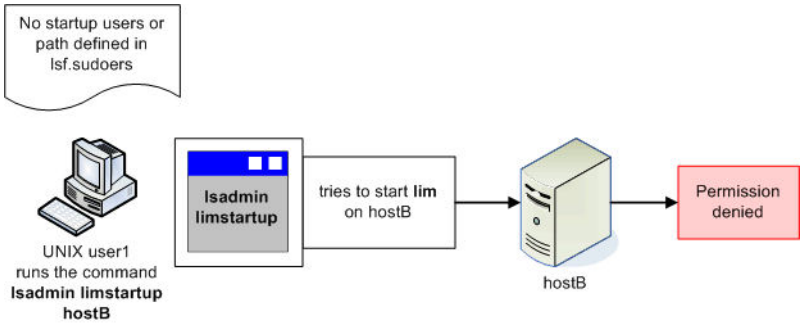


Figure 1. Default behavior (feature not enabled)

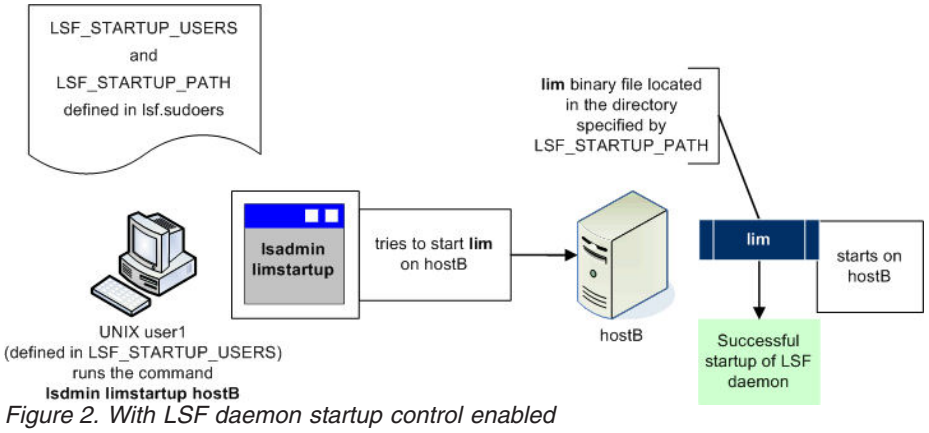


Figure 2. With LSF daemon startup control enabled

EGO administrator login bypass

If the EGO Service Controller (EGOSC) is configured to control LSF daemons, EGO is going to automatically restart the res and sbatchd daemons unless a user has manually shut them down. When manually starting a res or sbatchd daemon that EGO has not yet started, the user who invokes **lsadmin** or **badmin** is prompted to enter EGO administrator credentials. You can configure LSF to bypass this step by specifying the EGO administrator credentials in the file `lsf.sudoers`.

In the following illustrations, an authorized user is either a UNIX user listed in the **LSF_STARTUP_USERS** parameter or a Windows user with membership in the services admin group.

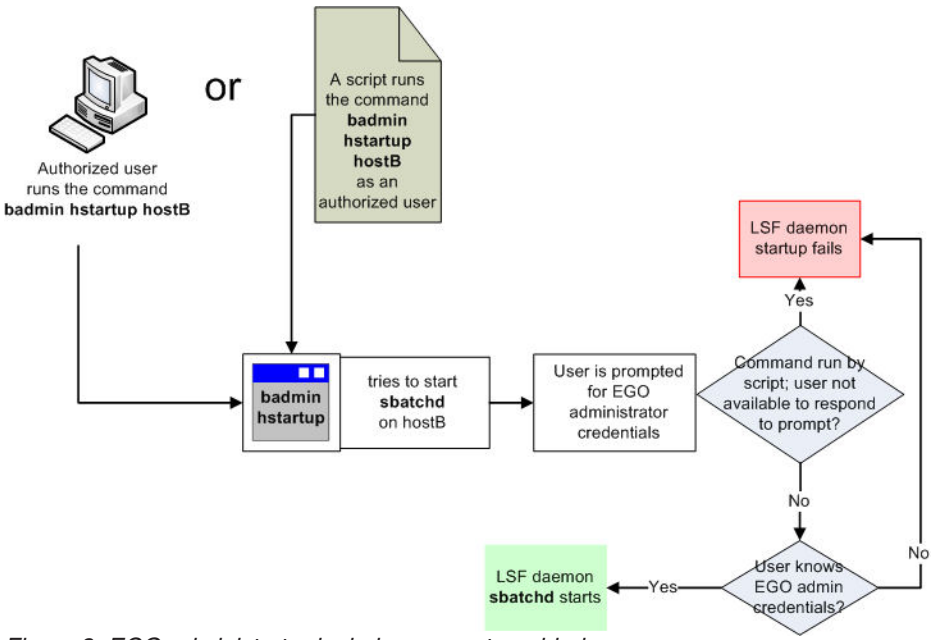


Figure 3. EGO administrator login bypass not enabled

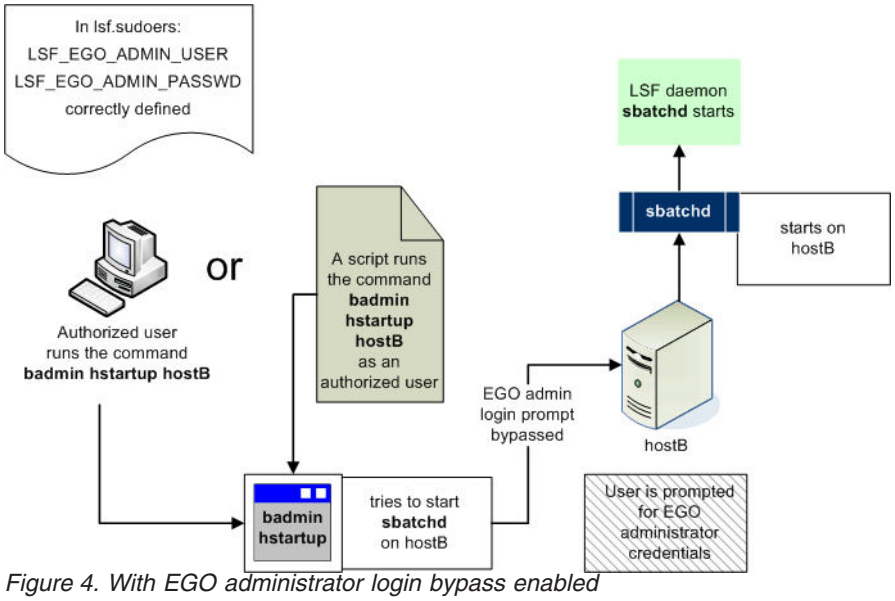


Figure 4. With EGO administrator login bypass enabled

Scope

Applicability	Details
Operating system	• UNIX hosts only within a UNIX-only or mixed UNIX/Windows cluster: Startup of LSF daemons by users other than root. • UNIX and Windows: EGO administrator login bypass.
Dependencies	• For startup of LSF daemons by users other than root: – You must define both a list of users *and* the absolute path of the directory that contains the LSF daemon binary files. – The commands **lsadmin** and **badmin** must be installed as setuid root. • For EGO administrator login bypass, the default Admin EGO cluster administrator account must be defined.
Limitations	• Startup of LSF daemons by users other than root applies only to the following **lsadmin** and **badmin** subcommands: – **badmin hstartup** – **lsadmin limstartup** – **lsadmin resstartup**

Configuration to enable LSF daemon startup control

Startup by users other than root (UNIX-only)

The LSF daemon startup control feature is enabled for UNIX hosts by defining the **LSF_STARTUP_USERS** and **LSF_STARTUP_PATH** parameters in the `lsf.sudoers` file. Permissions for `lsf.sudoers` must be set to 600. For Windows hosts, this feature is already enabled at installation when the services admin group is defined.

Configuration file	Parameter and syntax	Default behavior
`lsf.sudoers`	**LSF_STARTUP_USERS**=all_admins	• Enables LSF daemon startup by users other than root when **LSF_STARTUP_PATH** is also defined. • Allows all UNIX users defined as LSF administrators in the file `lsf.cluster.`*cluster_name* to start LSF daemons as root by running the **lsadmin** and **badmin** commands. • Not recommended due to the security risk of a non-root LSF administrator adding to the list of administrators in the `lsf.cluster.`*cluster_name* file. • Not required for Windows hosts because all users with membership in the services admin group can start LSF daemons.
	LSF_STARTUP_USERS="*user_name1 user_name2 ...*" **LSF_STARTUP_USERS**=*user_name*	• Enables LSF daemon startup by users other than root when **LSF_STARTUP_PATH** is also defined. • Allows the specified user accounts to start LSF daemons as root by running the **lsadmin** and **badmin** commands. • Specify only cluster administrator accounts; if you add a non-administrative user, the user can start—but not shut down—LSF daemons. • Separate multiple user names with a space. • For a single user, do not use quotation marks.

Configuration file	Parameter and syntax	Default behavior
	LSF_STARTUP_PATH=*path*	• Enables LSF daemon startup by users other than root when **LSF_STARTUP_USERS** is also defined. • Specifies the directory that contains the LSF daemon binary files. • LSF daemons are usually installed in the path specified by the LSF_SERVERDIR parameter defined in the `cshrc.lsf`, `profile.lsf`, or `lsf.conf` files. **Important:** For security reasons, you should move the LSF daemon binary files to a directory other than LSF_SERVERDIR or LSF_BINDIR. The user accounts specified by **LSF_STARTUP_USERS** can start any binary in the LSF_STARTUP_PATH.

EGO administrator login bypass

For both UNIX and Windows hosts, you can bypass the EGO administrator login for res and sbatchd by defining the parameters **LSF_EGO_ADMIN_USER** and **LSF_EGO_ADMIN_PASSWORD** in the `lsf.sudoers` file.

Configuration file	Parameter and syntax	Default behavior
lsf.sudoers	**LSF_EGO_ADMIN_USER**=Admin	• Enables a user or script to bypass the EGO administrator login prompt when **LSF_EGO_ADMIN_PASSWD** is also defined. • Applies only to startup of res or sbatchd. • Specify the Admin EGO cluster administrator account.
	LSF_EGO_ADMIN_PASSWD=*password*	• Enables a user or script to bypass the EGO administrator login prompt when **LSF_EGO_ADMIN_USER** is also defined. • Applies only to startup of res or sbatchd. • Specify the password for the Admin EGO cluster administrator account.

LSF daemon startup control behavior

This example illustrates how LSF daemon startup control works when configured for UNIX hosts in a cluster with the following characteristics:

- The cluster contains both UNIX and Windows hosts
- The UNIX account user1 is mapped to the Windows account BUSINESS\user1 by enabling the UNIX/Windows user account mapping feature
- The account BUSINESS\user1 is a member of the services admin group
- In the file lsf.sudoers:

```
LSF_STARTUP_USERS="user1 user2 user3"
LSF_STARTUP_PATH=LSF_TOP/9.1/linux2.4-glibc2.3-x86/etc
LSF_EGO_ADMIN_USER=Admin
LSF_EGO_ADMIN_PASSWD=Admin
```

Note:

You should change the Admin user password immediately after installation by using the command **egosh user modify**.

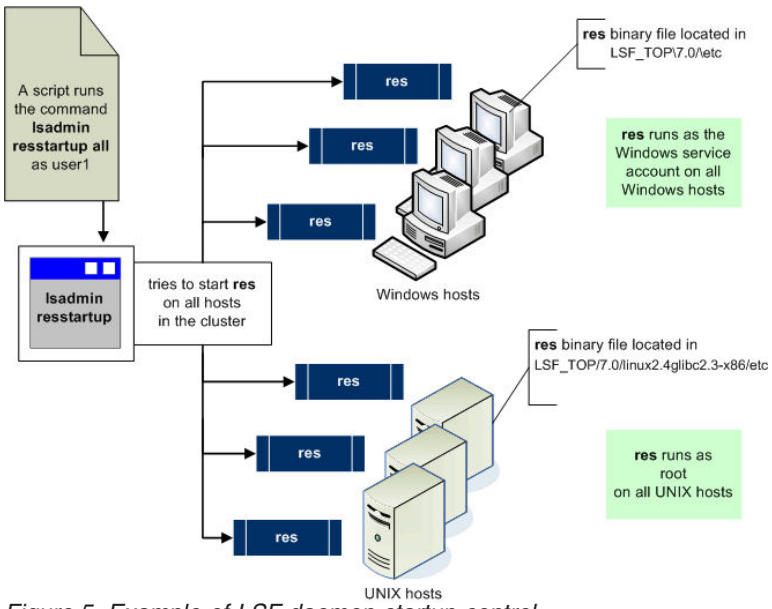


Figure 5. Example of LSF daemon startup control

Configuration to modify LSF daemon startup control

Not applicable: There are no parameters that modify the behavior of this feature.

LSF daemon startup control commands

Commands for submission

Command	Description
N/A	• This feature does not directly relate to job submission.

Commands to monitor

Command	Description
bhosts	• Displays the host status of all hosts, specific hosts, or specific host groups.
lsload	• Displays host status and load information.

Commands to control

Command	Description
badmin hstartup	• Starts the sbatchd daemon on specific hosts or all hosts. Only root and users listed in the **LSF_STARTUP_USERS** parameter can successfully run this command.

Command	Description
lsadmin limstartup	• Starts the lim daemon on specific hosts or all hosts in the cluster. Only root and users listed in the **LSF_STARTUP_USERS** parameter can successfully run this command.
lsadmin resstartup	• Starts the res daemon on specific hosts or all hosts in the cluster. Only root and users listed in the **LSF_STARTUP_USERS** parameter can successfully run this command.

Commands to display configuration

Command	Description
badmin showconf	• Displays all configured parameters and their values set in `lsf.conf` or `ego.conf` that affect **mbatchd** and **sbatchd**. Use a text editor to view other parameters in the `lsf.conf` or `ego.conf` configuration files. • In a MultiCluster environment, displays the parameters of daemons on the local cluster.

Use a text editor to view the `lsf.sudoers` configuration file.

Working with Hosts

Host status

Host status describes the ability of a host to accept and run batch jobs in terms of daemon states, load levels, and administrative controls. The **bhosts** and **lsload** commands display host status.

bhosts

Displays the current status of the host:

STATUS	Description
`ok`	Host is available to accept and run new batch jobs.
`unavail`	Host is down, or LIM and **sbatchd** are unreachable.
`unreach`	LIM is running but **sbatchd** is unreachable.
`closed`	Host does not accept new jobs. Use bhosts -l to display the reasons.

bhosts -l:
Displays the closed reasons (for details, see the bhosts command reference). A closed host does not accept new batch jobs:

```
bhosts
HOST_NAME          STATUS       JL/U    MAX  NJOBS   RUN  SSUSP  USUSP   RSV
hostA              ok            -      55    2      2    0      0       0
hostB              closed        -      20    16     16   0      0       0
...

bhosts -l hostB
HOST  hostB
STATUS           CPUF  JL/U    MAX  NJOBS    RUN  SSUSP  USUSP    RSV DISPATCH_WINDOW
closed_Adm      23.10     -     55      2      2      0      0      0      -
CURRENT LOAD USED FOR SCHEDULING:
             r15s   r1m  r15m    ut    pg    io   ls    it   tmp   swp   mem   slots
Total         1.0  -0.0  -0.0    4%   9.4   148    2     3 4231M  698M  233M       8
Reserved      0.0   0.0   0.0    0%   0.0     0    0     0    0M    0M    0M       8
LOAD THRESHOLD USED FOR SCHEDULING:
          r15s   r1m  r15m   ut      pg    io   ls    it    tmp    swp    mem
loadSched   -     -     -     -       -     -    -     -     -      -      -
loadStop    -     -     -     -       -     -    -     -     -      -      -
                cpuspeed    bandwidth
loadSched          -            -
loadStop           -            -
```

lsload

Displays the current state of the host:

Status	Description
ok	Host is available to accept and run batch jobs and remote tasks.
-ok	LIM is running but RES is unreachable.
busy	Does not affect batch jobs, only used for remote task placement (i.e., lsrun). The value of a load index exceeded a threshold (configured in lsf.cluster.*cluster_name*, displayed by lshosts -l). Indices that exceed thresholds are identified with an asterisk (*).
lockW	Does not affect batch jobs, only used for remote task placement (i.e., lsrun). Host is locked by a run window (configured in lsf.cluster.*cluster_name*, displayed by lshosts -l).
lockU	Does not accept new batch jobs or remote tasks. An LSF administrator or root explicitly locked the host by using lsadmin limlock, or an exclusive batch job (bsub -x) is running on the host. Running jobs are not affected. Use lsadmin limunlock to unlock LIM on the local host.
unavail	Host is down, or LIM is unavailable.

```
lsload
HOST_NAME       status  r15s   r1m  r15m   ut    pg  ls    it   tmp   swp   mem
hostA              ok   0.0   0.0   0.0   4%   0.4   0  4316   10G  302M  252M
hostB              ok   1.0   0.0   0.0   4%   8.2   2    14 4231M  698M  232M
...
```

How LIM determines host models and types

The LIM (load information manager) daemon/service automatically collects information about hosts in an LSF cluster, and accurately determines running host models and types. At most, 1024 model types can be manually defined in `lsf.shared`.

If `lsf.shared` is not fully defined with all known host models and types found in the cluster, LIM attempts to match an unrecognized running host to one of the models and types that is defined.

LIM supports both exact matching of host models and types, and "fuzzy" matching, where an entered host model name or type is slightly different from what is defined in `lsf.shared` (or in `ego.shared` if EGO is enabled in the LSF cluster).

How does "fuzzy" matching work?

LIM reads host models and types that are manually configured in `lsf.shared`. The format for entering host models and types is *model_bogomips_architecture* (for example, `x15_4604_OpterontmProcessor142`, `IA64_2793`, or `SUNWUltra510_360_sparc`). Names can be up to 64 characters long.

When LIM attempts to match running host model with what is entered in `lsf.shared`, it first attempts an exact match, then proceeds to make a fuzzy match.

How LIM attempts to make matches

Architecture name of running host	What the lim reports	Additional information about the lim process
Same as definition in `lsf.shared` (exact match)	Reports the reference index of exact match	LIM detects an exact match between model and input architecture string

Architecture name of running host	What the lim reports	Additional information about the lim process
Similar to what is defined in `lsf.shared` (fuzzy match)	Reports fuzzy match that is based on detection of 1or 2 fields in the input architecture string	• For input architecture strings with only one field, if LIM cannot detect an exact match for the input string, then it reports the *best match*. A best match is a model field with the most characters shared by the input string. • For input architecture strings with two fields: 1. If LIM cannot detect an exact match, it attempts to find a best match by identifying the *model* field with the most characters that match the input string 2. LIM then attempts to find the best match on the *bogomips* field • For architecture strings with three fields: 1. If LIM cannot detect an exact match, it attempts to find a best match by identifying the *model* field with the most characters that match the input string 2. After finding the best match for the model field, LIM attempts to find the best match on the *architecture* field 3. LIM then attempts to find the closest match on the *bogomips* field, with wildcards supported (where the *bogomips* field is a wildcard)
Has an illegal name	Reports default host model	An illegal name is one that does not follow the permitted format for entering an architecture string where the first character of the string is not an English-language character.

View host information

LSF uses some or all of the hosts in a cluster as execution hosts. The host list is configured by the LSF administrator.

- Use the **bhosts** command to view host information.
- Use the **lsload** command to view host load information.

To view...	Run...
All hosts in the cluster and their status	**bhosts**
Condensed host groups in an uncondensed format	bhosts -X
Detailed server host information	**bhosts -l** and **lshosts -l**

To view...	Run...
Host load by host	**lsload**
Host architecture information	**lshosts**
Host history	**badmin hhist**
Host model and type information	**lsinfo**
Job exit rate and load for hosts	**bhosts -l** and **bhosts -x**
Dynamic host information	lshosts

View all hosts in the cluster and their status

Run **bhosts** to display information about all hosts and their status.

bhosts displays condensed information for hosts that belong to condensed host groups. When displaying members of a condensed host group, **bhosts** lists the host group name instead of the name of the individual host. For example, in a cluster with a condensed host group (groupA), an uncondensed host group (groupB containing hostC and hostE), and a host that is not in any host group (hostF), **bhosts** displays the following:

```
bhosts
HOST_NAME          STATUS       JL/U    MAX  NJOBS    RUN  SSUSP  USUSP    RSV
groupA             ok              5      8     4      2      0      1      1
hostC              ok              -      3     0      0      0      0      0
hostE              ok              2      4     2      1      0      0      1
hostF              ok              -      2     2      1      0      1      0
```

Define condensed host groups in the HostGroups section of lsb.hosts.

View uncondensed host information

Run **bhosts -X** to display all hosts in an uncondensed format, including those belonging to condensed host groups:

```
bhosts -X
HOST_NAME          STATUS       JL/U    MAX  NJOBS    RUN  SSUSP  USUSP    RSV
hostA              ok              2      2      0      0      0      0      0
hostD              ok              2      4      2      1      0      0      1
hostB              ok              1      2      2      1      0      1      0
hostC              ok              -      3      0      0      0      0      0
hostE              ok              2      4      2      1      0      0      1
hostF              ok              -      2      2      1      0      1      0
```

View detailed server host information

Run **bhosts -l** *host_name* and **lshosts -l** *host_name* to display all information about each server host such as the CPU factor and the load thresholds to start, suspend, and resume jobs:

```
bhosts -l hostB
HOST  hostB
STATUS   CPUF   JL/U   MAX   NJOBS   RUN   SSUSP   USUSP  RSV  DISPATCH_WINDOWS
ok       20.20   -      -     0       0      0      0      0    -
CURRENT LOAD USED FOR SCHEDULING:
         r15s  r1m   r15m   ut   pg   io   ls   it   tmp   swp   mem  slots
Total    0.1   0.1    0.1   9%  0.7  24   17    0    394M  396M  12M      8
Reserved 0.0   0.0    0.0   0%  0.0   0    0    0      0M    0M   0M      8
LOAD THRESHOLD USED FOR SCHEDULING:
            r15s  r1m   r15m  ut   pg   io  ls   it   tmp  swp  mem
loadSched   -     -     -     -    -     -   -    -     -    -    -
loadStop    -     -     -     -    -     -   -    -     -    -    -
```

```
               cpuspeed    bandwidth
 loadSched          -            -
 loadStop           -            -
```

```
lshosts -l hostB
HOST_NAME:  hostB
type model cpuf ncpus ndisks maxmem maxswp maxtmp rexpri server nprocs ncores nthreads
LINUX86 PC6000 116.1       2      1  2016M  1983M 72917M      0    Yes   1    2        2

RESOURCES: Not defined
RUN_WINDOWS:  (always open)

LOAD_THRESHOLDS:
  r15s   r1m   r15m   ut   pg   io   ls   it   tmp   swp   mem
     -   1.0      -    -    -    -    -    -     -     -    4M
```

View host load by host

The **lsload** command reports the current status and load levels of hosts in a cluster. The **lshosts -l** command shows the load thresholds.

The **lsmon** command provides a dynamic display of the load information. The LSF administrator can find unavailable or overloaded hosts with these tools.

Run **lsload** to see load levels for each host:

```
lsload
HOST_NAME status r15s r1m  r15m ut  pg  ls it tmp swp  mem
hostD     ok     1.3  1.2  0.9  92% 0.0 2  20 5M  148M 88M
hostB     -ok    0.1  0.3  0.7  0%  0.0 1  67 45M 25M  34M
hostA     busy   8.0  *7.0 4.9  84% 4.6 6  17 1M  81M  27M
```

The first line lists the load index names, and each following line gives the load levels for one host.

View host architecture (type and model) information

The **lshosts** command displays configuration information about hosts. All these parameters are defined by the LSF administrator in the LSF configuration files, or determined by the LIM directly from the system.

Host types represent binary compatible hosts; all hosts of the same type can run the same executable. Host models give the relative CPU performance of different processors.

Run **lshosts** to see configuration information about hosts:

```
lshosts
HOST_NAME   type    model cpuf ncpus maxmem maxswp server  RESOURCES
hostD     SUNSOL SunSparc  6.0     1    64M   112M    Yes  (solaris cserver)
hostM       RS6K   IBM350  7.0     1    64M   124M    Yes  (cserver aix)
hostC       RS6K     R10K 14.0    16  1024M  1896M    Yes  (cserver aix)
hostA       HPPA    HP715  6.0     1    98M   200M    Yes  (hpux fserver)
```

In the preceding example, the host type SUNSOL represents Sun SPARC systems running Solaris. The **lshosts** command also displays the resources available on each host.

type

The host CPU architecture. Hosts that can run the same binary programs should have the same type.

An UNKNOWN type or model indicates that the host is down, or LIM on the host is down.

When automatic detection of host type or model fails (the host type configured in `lsf.shared` cannot be found), the type or model is set to DEFAULT. LSF does work on the host, but a DEFAULT model might be inefficient because of incorrect CPU factors. A DEFAULT type may also cause binary incompatibility because a job from a DEFAULT host type can be migrated to another DEFAULT host type. automatic detection of host type or model has failed, and the host type configured in `lsf.shared` cannot be found.

View host history

Run **badmin hhist** to view the history of a host such as when it is opened or closed:

```
badmin hhist hostB
Wed Nov 20 14:41:58: Host <hostB> closed by administrator <lsf>.
Wed Nov 20 15:23:39: Host <hostB> opened by administrator <lsf>.
```

View host model and type information

1. Run `lsinfo -m` to display information about host models that exist in the cluster:

   ```
   lsinfo -m
   MODEL_NAME      CPU_FACTOR      ARCHITECTURE
   PC1133               23.10      x6_1189_PentiumIIICoppermine
   HP9K735               4.50      HP9000735_125
   HP9K778               5.50      HP9000778
   Ultra5S              10.30      SUNWUltra510_270_sparcv9
   Ultra2               20.20      SUNWUltra2_300_sparc
   Enterprise3000       20.00      SUNWUltraEnterprise_167_sparc
   ```

2. Run **lsinfo -M** to display all host models that are defined in `lsf.shared`:

   ```
   lsinfo -M
   MODEL_NAME      CPU_FACTOR      ARCHITECTURE
   UNKNOWN_AUTO_DETECT      1.00      UNKNOWN_AUTO_DETECT
   DEFAULT              1.00
   LINUX133             2.50      x586_53_Pentium75
   PC200                4.50      i86pc_200
   Intel_IA64          12.00      ia64
   Ultra5S             10.30      SUNWUltra5_270_sparcv9
   PowerPC_G4          12.00      x7400G4
   HP300                1.00
   SunSparc            12.00
   ```

3. **Run lim -t** to display the type, model, and matched type of the current host. You must be the LSF administrator to use this command:

   ```
   lim -t
   Host Type             : NTX64
   Host Architecture     : EM64T_1596
   Total NUMA Nodes    : 1
   Total Processors      : 2
   Total Cores           : 4
   Total Threads         : 2
   Matched Type          : NTX64
   Matched Architecture  : EM64T_3000
   Matched Model         : Intel_EM64T
   CPU Factor            : 60.0
   ```

View job exit rate and load for hosts

1. Run **bhosts** to display the exception threshold for job exit rate and the current load value for hosts.

In the following example, EXIT_RATE for hostA is configured as four jobs per minute. hostA does not currently exceed this rate

```
bhosts -l hostA
HOST  hostA
STATUS           CPUF  JL/U    MAX  NJOBS    RUN  SSUSP  USUSP    RSV DISPATCH_WINDOW
ok              18.60     -      1      0      0      0      0      0      -

 CURRENT LOAD USED FOR SCHEDULING:
              r15s   r1m  r15m    ut    pg    io   ls    it   tmp   swp   mem   slots
 Total         0.0   0.0   0.0    0%   0.0     0    1     2  646M  648M  115M       8
 Reserved      0.0   0.0   0.0    0%   0.0     0    0     0    0M    0M    0M       8


             share_rsrc host_rsrc
 Total              3.0       2.0
 Reserved           0.0       0.0


 LOAD THRESHOLD USED FOR SCHEDULING:
           r15s   r1m  r15m   ut      pg    io   ls    it    tmp    swp    mem
 loadSched   -     -     -     -       -     -    -     -     -      -      -
 loadStop    -     -     -     -       -     -    -     -     -      -      -

                cpuspeed    bandwidth
 loadSched          -            -
 loadStop           -            -

 THRESHOLD AND LOAD USED FOR EXCEPTIONS:
            JOB_EXIT_RATE
 Threshold    4.00
 Load         0.00
```

2. Use **bhosts -x** to see hosts whose job exit rate has exceeded the threshold for longer than JOB_EXIT_RATE_DURATION, and are still high. By default, these hosts are closed the next time LSF checks host exceptions and invokes **eadmin**.

   If no hosts exceed the job exit rate, **bhosts -x** displays:

   ```
   There is no exceptional host found
   ```

View dynamic host information

Use **lshosts** to display information about dynamically added hosts.

An LSF cluster may consist of static and dynamic hosts. The **lshosts** command displays configuration information about hosts. All these parameters are defined by the LSF administrator in the LSF configuration files, or determined by the LIM directly from the system.

Host types represent binary compatible hosts; all hosts of the same type can run the same executable. Host models give the relative CPU performance of different processors. Server represents the type of host in the cluster. “Yes” is displayed for LSF servers, “No” is displayed for LSF clients, and “Dyn” is displayed for dynamic hosts.

For example:

```
lshosts
HOST_NAME   type    model cpuf ncpus maxmem maxswp server  RESOURCES
hostA      SOL64 Ultra60F 23.5     1    64M   112M    Yes  ()
hostB    LINUX86 Opteron8 60.0     1    94M   168M    Dyn  ()
```

In the preceding example, hostA is a static host while hostB is a dynamic host.

Control hosts

Hosts are opened and closed by:

- an LSF Administrator or root issuing a command

- configured dispatch windows

Close a host

Run **badmin hclose**:

```
badmin hclose hostB
Close <hostB> ...... done
```

If the command fails, it might be because the host is unreachable through network problems, or because the daemons on the host are not running.

Open a host

Run **badmin hopen**:

```
badmin hopen hostB
Open <hostB> ...... done
```

Configure dispatch windows

A dispatch window specifies one or more time periods during which a host receive new jobs. The host does not receive jobs outside of the configured windows. Dispatch windows do not affect job submission and running jobs (they are allowed to run until completion). By default, dispatch windows are not configured.

To configure dispatch windows:

1. Edit `lsb.hosts`.
2. Specify one or more time windows in the DISPATCH_WINDOW column:

```
Begin Host
HOST_NAME     r1m      pg    ls     tmp    DISPATCH_WINDOW
...
hostB         3.5/4.5  15/   12/15  0      (4:30-12:00)
...
End Host
```

3. Reconfigure the cluster:
   a. Run **lsadmin reconfig** to reconfigure LIM.
   b. Run **badmin reconfig** to reconfigure **mbatchd**.
4. Run **bhosts -l** to display the dispatch windows.

Log a comment when closing or opening a host

1. Use the **-C** option of **badmin hclose** and **badmin hopen** to log an administrator comment in `lsb.events`:

   ```
   badmin hclose -C "Weekly backup" hostB
   ```

   The comment text `Weekly backup` is recorded in `lsb.events`. If you close or open a host group, each host group member displays with the same comment string.

   A new event record is recorded for each host open or host close event. For example:

   ```
   badmin hclose -C "backup" hostA
   ```

   followed by

   ```
   badmin hclose -C "Weekly backup" hostA
   ```

   generates the following records in `lsb.events`:

```
"HOST_CTRL" "7.0 1050082346 1 "hostA" 32185 "lsfadmin" "backup"
"HOST_CTRL" "7.0 1050082373 1 "hostA" 32185 "lsfadmin" "Weekly backup"
```

2. Use **badmin hist** or **badmin hhist** to display administrator comments for closing and opening hosts:

```
badmin hhist
Fri Apr  4 10:35:31: Host <hostB> closed by administrator
<lsfadmin> Weekly backup.
```

bhosts -l also displays the comment text:

```
bhosts -l

HOST  hostA
STATUS     CPUF  JL/U    MAX  NJOBS    RUN  SSUSP  USUSP    RSV DISPATCH_WINDOW
closed_Adm 1.00     -      -      0      0      0      0      0      -

 CURRENT LOAD USED FOR SCHEDULING:
              r15s   r1m  r15m    ut    pg    io   ls    it   tmp   swp   mem   slots
 Total         0.0   0.0   0.0    2%   0.0    64    2    11 7117M  512M  432M       8
 Reserved      0.0   0.0   0.0    0%   0.0     0    0     0    0M    0M    0M       8

 LOAD THRESHOLD USED FOR SCHEDULING:
           r15s   r1m  r15m   ut      pg    io   ls    it    tmp    swp    mem
 loadSched   -     -     -     -       -     -    -     -     -      -      -
 loadStop    -     -     -     -       -     -    -     -     -      -      -

                cpuspeed    bandwidth
 loadSched          -            -
 loadStop           -            -

 THRESHOLD AND LOAD USED FOR EXCEPTIONS:
            JOB_EXIT_RATE
 Threshold    2.00
 Load         0.00
 ADMIN ACTION COMMENT: "Weekly backup"
```

How events are displayed and recorded in MultiCluster lease model

In the MultiCluster resource lease model, host control administrator comments are recorded only in the `lsb.events` file on the local cluster. **badmin hist** and **badmin hhist** display only events that are recorded locally. Host control messages are not passed between clusters in the MultiCluster lease model. For example. if you close an exported host in both the consumer and the provider cluster, the host close events are recorded separately in their local `lsb.events`.

Add a host

You use the **lsfinstall**command to add a host to an LSF cluster.

Add a host of an existing type using lsfinstall

Restriction:

lsfinstall is not compatible with clusters installed with lsfsetup. To add a host to a cluster originally installed with lsfsetup, you must upgrade your cluster.

1. Verify that the host type already exists in your cluster:
   a. Log on to any host in the cluster. You do not need to be root.
   b. List the contents of the LSF_TOP/9.1 directory and confirm there is already a subdirectory with the name of the host type.

      The default LSF_TOP/9.1 directory is `/usr/share/lsf/9.1`.
2. Add the host information to `lsf.cluster.`*cluster_name*:
   a. Log on to the LSF master host as root.
   b. Edit `LSF_CONFDIR/lsf.cluster.`*cluster_name*, and specify the following in the `Host` section:

- The name of the host.
- The model and type, or specify! to automatically detect the type or model.
- Specify 1 for LSF server or 0 for LSF client.

```
Begin Host
HOSTNAME  model  type      server  r1m  mem  RESOURCES  REXPRI
hosta     !      SUNSOL6   1       1.0  4    ()         0
hostb     !      SUNSOL6   0       1.0  4    ()         0
hostc     !      HPPA1132  1       1.0  4    ()         0
hostd     !      HPPA1164  1       1.0  4    ()         0
End Host
```

c. Save your changes.

3. Run **lsadmin reconfig** to reconfigure LIM.
4. Run **badmin mbdrestart** to restart **mbatchd**.
5. Run `hostsetup` to set up the new host and configure the daemons to start automatically at boot from `/usr/share/lsf/9.1/install`:

   ```
   ./hostsetup --top="/usr/share/lsf" --boot="y"
   ```

6. Start LSF on the new host:

   ```
   lsadmin limstartup
   lsadmin resstartup
   badmin hstartup
   ```

7. Run **bhosts** and **lshosts** to verify your changes.

Add a host of a new type using lsfinstall

Restriction:

lsfinstall is not compatible with clusters installed with lsfsetup. To add a host to a cluster originally installed with lsfsetup, you must upgrade your cluster.

1. Verify that the host type does not already exist in your cluster:
   a. Log on to any host in the cluster. You do not need to be root.
   b. List the contents of the LSF_TOP/9.1 directory. The default is `/usr/share/lsf/9.1`. If the host type currently exists, there is a subdirectory with the name of the host type.
2. Get the LSF distribution tar file for the host type you want to add.
3. Log on as root to any host that can access the LSF install directory.
4. Change to the LSF install directory. The default is `/usr/share/lsf/9.1/install`
5. Edit `install.config`:
   a. For LSF_TARDIR, specify the path to the tar file. For example:

      ```
      LSF_TARDIR="/usr/share/lsf_distrib/9.1"
      ```

   b. For LSF_ADD_SERVERS, list the new host names that are enclosed in quotes and separated by spaces. For example:

      ```
      LSF_ADD_SERVERS="hosta hostb"
      ```

   c. Run **./lsfinstall -f** `install.config`. This automatically creates the host information in `lsf.cluster.`*cluster_name*.
6. Run **lsadmin reconfig** to reconfigure LIM.
7. Run **badmin reconfig** to reconfigure **mbatchd**.
8. Run `hostsetup` to set up the new host and configure the daemons to start automatically at boot from `/usr/share/lsf/9.1/install`:

   ```
   ./hostsetup --top="/usr/share/lsf" --boot="y"
   ```

9. Start LSF on the new host:

```
lsadmin limstartup
lsadmin resstartup
badmin hstartup
```

10. Run **bhosts** and **lshosts** to verify your changes.

Remove a host

Removing a host from LSF involves preventing any additional jobs from running on the host, removing the host from LSF, and removing the host from the cluster.

CAUTION:
Never remove the master host from LSF. If you want to remove your current default master from LSF, change `lsf.cluster.`*cluster_name* to assign a different default master host. Then, remove the host that was once the master host.

1. Log on to the LSF host as root.
2. Run **badmin hclose** to close the host. This prevents jobs from being dispatched to the host and allows running jobs to finish.
3. Stop all running daemons manually.
4. Remove any references to the host in the Host section of `LSF_CONFDIR/lsf.cluster.`*cluster_name*.
5. Remove any other references to the host, if applicable, from the following LSF configuration files:
   - `LSF_CONFDIR/lsf.shared`
   - `LSB_CONFDIR/`*cluster_name*`/configdir/lsb.hosts`
   - `LSB_CONFDIR/`*cluster_name*`/configdir/lsb.queues`
   - `LSB_CONFDIR/`*cluster_name*`/configdir/lsb.resources`
6. Log off the host to be removed, and log on as `root` or the primary LSF administrator to any other host in the cluster.
7. Run **lsadmin reconfig** to reconfigure LIM.
8. Run **badmin mbdrestart** to restart **mbatchd**.
9. If you configured LSF daemons to start automatically at system startup, remove the LSF section from the host's system startup files.
10. If any users of the host use **lstcsh** as their login shell, change their login shell to `tcsh` or `csh`. Remove **lstcsh** from the `/etc/shells` file.

Remove a host from master candidate list

You can remove a host from the master candidate list so that it can no longer be the master should failover occur. You can choose to either keep it as part of the cluster or remove it.

1. Shut down the current LIM:

   limshutdown *host_name*

   If the host was the current master, failover occurs.
2. In `lsf.conf`, remove the host name from **LSF_MASTER_LIST**.
3. Run **lsadmin reconfig** for the remaining master candidates.
4. If the host you removed as a master candidate still belongs to the cluster, start up the LIM again:

   limstartup *host_name*

Add hosts dynamically

By default, all configuration changes made to LSF are static. To add or remove hosts within the cluster, you must manually change the configuration and restart all master candidates.

Dynamic host configuration allows you to add and remove hosts without manual reconfiguration. To enable dynamic host configuration, all of the parameters that are described in the following table must be defined.

Parameter	Defined in ...	Description
LSF_MASTER_LIST	`lsf.conf`	Defines a list of master host candidates. These hosts receive information when a dynamic host is added to or removed from the cluster. Do not add dynamic hosts to this list, because dynamic hosts cannot be master hosts.
LSF_DYNAMIC_HOST_WAIT_TIME	`lsf.conf`	Defines the length of time a dynamic host waits before sending a request to the master LIM to add the host to the cluster.
LSF_HOST_ADDR_RANGE	`lsf.cluster.`*`cluster_name`*	Identifies the range of IP addresses for hosts that can dynamically join or leave the cluster.

Important:

If you choose to enable dynamic hosts when you install LSF, the installer adds the parameter LSF_HOST_ADDR_RANGE to `lsf.cluster.`*`cluster_name`* using a default value that allows any host to join the cluster. To enable security, configure LSF_HOST_ADDR_RANGE in `lsf.cluster.`*`cluster_name`* after installation to restrict the hosts that can join your cluster.

How dynamic host configuration works

Master LIM

The master LIM runs on the master host for the cluster. The master LIM receives requests to add hosts, and tells the master host candidates defined by the parameter LSF_MASTER_LIST to update their configuration information when a host is dynamically added or removed.

Upon startup, both static and dynamic hosts wait to receive an acknowledgement from the master LIM. This acknowledgement indicates that the master LIM has added the host to the cluster. Static hosts normally receive an acknowledgement because the master LIM has access to static host information in the LSF configuration files. Dynamic hosts do not receive an acknowledgement, however, until they announce themselves to the master LIM. The parameter LSF_DYNAMIC_HOST_WAIT_TIME in `lsf.conf` determines how long a dynamic host waits before sending a request to the master LIM to add the host to the cluster.

Master candidate LIMs

The parameter LSF_MASTER_LIST defines the list of master host candidates. These hosts receive updated host information from the master LIM so that any master host candidate can take over as master host for the cluster.

Important:

Master candidate hosts should share LSF configuration and binaries.

Dynamic hosts cannot be master host candidates. By defining the parameter LSF_MASTER_LIST, you ensure that LSF limits the list of master host candidates to specific, static hosts.

mbatchd

mbatchd gets host information from the master LIM; when it detects the addition or removal of a dynamic host within the cluster, mbatchd automatically reconfigures itself.

Tip:

After adding a host dynamically, you might have to wait for mbatchd to detect the host and reconfigure. Depending on system load, mbatchd might wait up to a maximum of 10 minutes before reconfiguring.

lsadmin command

Use the command **lsadmin limstartup** to start the LIM on a newly added dynamic host.

Allow only certain hosts to join the cluster:
By default, any host can be dynamically added to the cluster. To enable security, define LSF_HOST_ADDR_RANGE in `lsf.cluster.`*cluster_name* to identify a range of IP addresses for hosts that are allowed to dynamically join the cluster as LSF hosts. IP addresses can have either a dotted quad notation (IPv4) or IP Next Generation (IPv6) format. You can use IPv6 addresses if you define the parameter LSF_ENABLE_SUPPORT_IPV6 in `lsf.conf`; you do not have to map IPv4 addresses to an IPv6 format.

Configure LSF to run batch jobs on dynamic hosts

Before you run batch jobs on a dynamic host, complete any or all of the following steps, depending on your cluster configuration.

1. Configure queues to accept all hosts by defining the **HOSTS** parameter in `lsb.queues` using the keyword all.
2. Define host groups that accept wild cards in the `HostGroup` section of `lsb.hosts`.

   For example, define `linuxrack*` as a GROUP_MEMBER within a host group definition.
3. Add a dynamic host to a host group by using the command **badmin hghostadd**.

Change a dynamic host to a static host

If you want to change a dynamic host to a static host, first use the command**badmin hghostdel** to remove the dynamic host from any host group that it belongs to, and then configure the host as a static host in `lsf.cluster.`*cluster_name*.

Add a dynamic host in a shared file system environment

In a shared file system environment, you do not need to install LSF on each dynamic host. The master host will recognize a dynamic host as an LSF host when you start the daemons on the dynamic host.

1. In `lsf.conf` on the master host, define the parameter LSF_DYNAMIC_HOST_WAIT_TIME, in seconds, and assign a value greater than zero.

   LSF_DYNAMIC_HOST_WAIT_TIME specifies the length of time a dynamic host waits before sending a request to the master LIM to add the host to the cluster.

   For example:

   ```
   LSF_DYNAMIC_HOST_WAIT_TIME=60
   ```

2. In `lsf.conf` on the master host, define the parameter LSF_DYNAMIC_HOST_TIMEOUT.

   LSF_DYNAMIC_HOST_TIMEOUT specifies the length of time (minimum 10 minutes) a dynamic host is unavailable before the master host removes it from the cluster. Each time LSF removes a dynamic host, mbatchd automatically reconfigures itself.

   Note:

   For very large clusters, defining this parameter could decrease system performance.

   For example:

   ```
   LSF_DYNAMIC_HOST_TIMEOUT=60m
   ```

3. In `lsf.cluster.`*`cluster_name`* on the master host, define the parameter LSF_HOST_ADDR_RANGE.

   LSF_HOST_ADDR_RANGE enables security by defining a list of hosts that can join the cluster. Specify IP addresses or address ranges for hosts that you want to allow in the cluster.

   Note:

   If you define the parameter LSF_ENABLE_SUPPORT_IPV6 in `lsf.conf`, IP addresses can have either a dotted quad notation (IPv4) or IP Next Generation (IPv6) format; you do not have to map IPv4 addresses to an IPv6 format.

   For example:

   ```
   LSF_HOST_ADDR_RANGE=100-110.34.1-10.4-56
   ```

   All hosts belonging to a domain with an address having the first number between 100 and 110, then 34, then a number between 1 and 10, then, a number between 4 and 56 will be allowed access. In this example, no IPv6 hosts are allowed.

4. Log on as root to each host you want to join the cluster.
5. Source the LSF environment:
   - For **csh** or **tcsh**:

     ```
     source LSF_TOP/conf/cshrc.lsf
     ```

   - For **sh**, **ksh**, or **bash**:

     ```
     . LSF_TOP/conf/profile.lsf
     ```

6. Do you want LSF to start automatically when the host reboots?
   - If no, go to the next step.
   - If yes, run the **hostsetup** command. For example:

```
cd /usr/share/lsf/9.1/install
./hostsetup --top="/usr/share/lsf" --boot="y"
```

For complete **hostsetup** usage, enter **hostsetup -h**.

7. Use the following commands to start LSF:

```
lsadmin limstartup
lsadmin resstartup
badmin hstartup
```

Add a dynamic host in a non-shared file system environment

In a non-shared file system environment, you must install LSF binaries, a localized `lsf.conf` file, and shell environment scripts (`cshrc.lsf` and `profile.lsf`) on each dynamic host.

Specify installation options in the `slave.config` file:

All dynamic hosts are slave hosts because they cannot serve as master host candidates. The `slave.config` file contains parameters for configuring all slave hosts.

1. Define the required parameters.
   LSF_SERVER_HOSTS="*host_name* [*host_name* ...]"
   LSF_ADMINS="*user_name* [*user_name* ...]"
   LSF_TOP="/*path*"
2. Define the optional parameters.
   LSF_LIM_PORT=*port_number*

   Important:

   If the master host does not use the default LSF_LIM_PORT, you must specify the same LSF_LIM_PORT defined in `lsf.conf` on the master host.

Add local resources on a dynamic host to the cluster:
Ensure that the resource name and type are defined in `lsf.shared`, and that the ResourceMap section of lsf.cluster.*cluster_name* contains at least one resource mapped to at least one static host. LSF can add local resources as long as the ResourceMap section is defined; you do not need to map the local resources.

In the `slave.config` file, define the parameter LSF_LOCAL_RESOURCES.
For numeric resources, define name-value pairs:
`"[resourcemap value*resource_name]"`

For Boolean resources, the value is the resource name in the following format:
`"[resource resource_name]"`

For example:

```
LSF_LOCAL_RESOURCES="[resourcemap 1*verilog] [resource linux]"
```

Tip:

If LSF_LOCAL_RESOURCES are already defined in a local `lsf.conf` on the dynamic host, **lsfinstall** does not add resources you define in LSF_LOCAL_RESOURCES in `slave.config`.
When the dynamic host sends a request to the master host to add it to the cluster,

the dynamic host also reports its local resources. If the local resource is already defined in `lsf.cluster.`*cluster_name* as **default** or **all**, it cannot be added as a local resource.

Install LSF on a dynamic host:
Run **lsfinstall -s -f slave.config**.
lsfinstall creates a local `lsf.conf` for the dynamic host, which sets the following parameters:
LSF_CONFDIR="/*path*"
LSF_GET_CONF=lim
LSF_LIM_PORT=*port_number* (same as the master LIM port number)
LSF_LOCAL_RESOURCES="*resource* ..."

Tip:

Do not duplicate LSF_LOCAL_RESOURCES entries in `lsf.conf`. If local resources are defined more than once, only the last definition is valid.
LSF_SERVER_HOSTS="*host_name* [*host_name* ...]"
LSF_VERSION=9.1

Important:

If LSF_STRICT_CHECKING is defined in lsf.conf to protect your cluster in untrusted environments, and your cluster has dynamic hosts, LSF_STRICT_CHECKING must be configured in the local `lsf.conf` on all dynamic hosts.

Configure dynamic host parameters:

1. In `lsf.conf` on the master host, define the parameter LSF_DYNAMIC_HOST_WAIT_TIME, in seconds, and assign a value greater than zero.

   LSF_DYNAMIC_HOST_WAIT_TIME specifies the length of time a dynamic host waits before sending a request to the master LIM to add the host to the cluster.

   For example:

   ```
   LSF_DYNAMIC_HOST_WAIT_TIME=60
   ```

2. In `lsf.conf` on the master host, define the parameter LSF_DYNAMIC_HOST_TIMEOUT.

   LSF_DYNAMIC_HOST_TIMEOUT specifies the length of time (minimum 10 minutes) a dynamic host is unavailable before the master host removes it from the cluster. Each time LSF removes a dynamic host, mbatchd automatically reconfigures itself.

   Note:

   For very large clusters, defining this parameter could decrease system performance.

   For example:

   ```
   LSF_DYNAMIC_HOST_TIMEOUT=60m
   ```

3. In `lsf.cluster.`*cluster_name* on the master host, define the parameter LSF_HOST_ADDR_RANGE.

   LSF_HOST_ADDR_RANGE enables security by defining a list of hosts that can join the cluster. Specify IP addresses or address ranges for hosts that you want to allow in the cluster.

Tip:

If you define the parameter LSF_ENABLE_SUPPORT_IPV6 in `lsf.conf`, IP addresses can have either a dotted quad notation (IPv4) or IP Next Generation (IPv6) format; you do not have to map IPv4 addresses to an IPv6 format.

For example:

```
LSF_HOST_ADDR_RANGE=100-110.34.1-10.4-56
```

All hosts belonging to a domain with an address having the first number between 100 and 110, then 34, then a number between 1 and 10, then, a number between 4 and 56 will be allowed access. No IPv6 hosts are allowed.

Start LSF daemons:

1. Log on as root to each host you want to join the cluster.
2. Source the LSF environment:
   - For **csh** or **tcsh**:
     ```
     source LSF_TOP/conf/cshrc.lsf
     ```
   - For **sh**, **ksh**, or **bash**:
     ```
     . LSF_TOP/conf/profile.lsf
     ```
3. Do you want LSF to start automatically when the host reboots?
   - If no, go to the next step.
   - If yes, run the **hostsetup** command. For example:
     ```
     cd /usr/share/lsf/9.1/install
     ./hostsetup --top="/usr/share/lsf" --boot="y"
     ```

   For complete **hostsetup** usage, enter **hostsetup -h**.
4. Is this the first time the host is joining the cluster?
   - If no, use the following commands to start LSF:
     ```
     lsadmin limstartup
     lsadmin resstartup
     badmin hstartup
     ```
   - If yes, you must start the daemons from the local host. For example, if you want to start the daemons on hostB from hostA, use the following commands:
     ```
     rsh hostB lsadmin limstartup
     rsh hostB lsadmin resstartup
     rsh hostB badmin hstartup
     ```

Remove dynamic hosts

To remove a dynamic host from the cluster:

- Set a timeout value
- Edit the `hostcache` file

Remove a host by setting a timeout value:

LSF_DYNAMIC_HOST_TIMEOUT specifies the length of time (minimum 10 minutes) a dynamic host is unavailable before the master host removes it from the cluster. Each time LSF removes a dynamic host, mbatchd automatically reconfigures itself.

Note:

For very large clusters, defining this parameter could decrease system performance. If you want to use this parameter to remove dynamic hosts from a very large cluster, disable the parameter after LSF has removed the unwanted hosts.

In `lsf.conf` on the master host, define the parameter LSF_DYNAMIC_HOST_TIMEOUT.
To specify minutes rather than hours, append m or M to the value.
For example:

```
LSF_DYNAMIC_HOST_TIMEOUT=60m
```

Remove a host by editing the hostcache file:
Dynamic hosts remain in the cluster unless you intentionally remove them. Only the cluster administrator can modify the `hostcache` file.

1. Shut down the cluster.

   ```
   lsfshutdown
   ```

   This shuts down LSF on all hosts in the cluster and prevents LIMs from trying to write to the `hostcache` file while you edit it.
2. In the hostcache file `$EGO_WORKDIR/lim/hostcache`, delete the line for the dynamic host that you want to remove.
   - If EGO is enabled, the hostcache file is in $EGO_WORKDIR/lim/hostcache.
   - If EGO is not enabled, the hostcache file is in **$LSB_SHAREDIR**.
3. Close the `hostcache` file, and then start up the cluster.

   ```
   lsfrestart
   ```

Automatically detect operating system types and versions

LSF can automatically detect most operating system types and versions so that you do not need to add them to the `lsf.shared` file manually. The list of automatically detected operating systems is updated regularly.

1. Edit `lsf.shared`.
2. In the Resource section, remove the comment from the following line:

   ```
   ostype   String   ()   ()   ()   (Operating system and version)
   ```
3. In **$LSF_SERVERDIR**, rename `tmp.eslim.ostype` to `eslim.ostype`.
4. Run the following commands to restart the LIM and master batch daemon:
   a. **lsadmin reconfig**
   b. **badmin mbdrestart**
5. To view operating system types and versions, run **lshosts -l** or **lshosts -s**.

   LSF displays the operating system types and versions in your cluster, including any that LSF automatically detects as well as those you have defined manually in the HostType section of `lsf.shared`.

You can specify ostype in your resource requirement strings. For example, when submitting a job you can specify the following resource requirement: `-R "select[ostype=RHEL2.6]"`.

Modify how long LSF waits for new operating system types and versions

You must enable LSF to automatically detect operating system types and versions.

You can configure how long LSF waits for OS type and version detection.

In `lsf.conf`, modify the value for **EGO_ESLIM_TIMEOUT**.
The value is time in seconds.

Add a custom host type or model

The `lsf.shared` file contains a list of host type and host model names for most operating systems. You can add to this list or customize the host type and host model names. A host type and host model name can be any alphanumeric string up to 39 characters long.

1. Log on as the LSF administrator on any host in the cluster.
2. Edit `lsf.shared`:
   a. For a new host type, modify the `HostType` section:

```
Begin HostType
TYPENAME                    # Keyword
DEFAULT
IBMAIX564
LINUX86
LINUX64
NTX64
NTIA64
SUNSOL
SOL732
SOL64
SGI658
SOLX86
HPPA11
HPUXIA64
MACOSX
End HostType
```

   b. For a new host model, modify the `HostModel` section:

      Add the new model and its CPU speed factor relative to other models.

```
Begin HostModel
MODELNAME  CPUFACTOR   ARCHITECTURE # keyword
# x86 (Solaris, Windows, Linux): approximate values, based on SpecBench results
# for Intel processors (Sparc/Win) and BogoMIPS results (Linux).
PC75             1.5   (i86pc_75  i586_75  x586_30)
PC90             1.7   (i86pc_90  i586_90  x586_34 x586_35 x586_36)
HP9K715          4.2   (HP9000715_100)
SunSparc          12.0         ()
CRAYJ90           18.0         ()
IBM350            18.0         ()
End HostModel
```

3. Save the changes to `lsf.shared`.
4. Run **lsadmin reconfig** to reconfigure LIM.
5. Run **badmin reconfig** to reconfigure **mbatchd**.

Register service ports

LSF uses dedicated UDP and TCP ports for communication. All hosts in the cluster must use the same port numbers to communicate with each other.

The service port numbers can be any numbers ranging from 1024 to 65535 that are not already used by other services.

Make sure that the port numbers you supply are not already used by applications registered in your service database by checking `/etc/services` or using the command **ypcat services**

lsf.conf

By default, port numbers for LSF services are defined in the `lsf.conf` file. You can also configure ports by modifying **/etc/services** or the NIS or NIS+ database. If you define port numbers `lsf.conf`, port numbers defined in the service database are ignored.

1. Log on to any host as `root`.
2. Edit `lsf.conf` and add the following lines:

```
LSF_RES_PORT=3878
LSB_MBD_PORT=3881
LSB_SBD_PORT=3882
```

3. Add the same entries to `lsf.conf` on every host.
4. Save `lsf.conf`.
5. Run **lsadmin reconfig** to reconfigure LIM.
6. Run **badmin mbdrestart** to restart **mbatchd**.
7. Run **lsfstartup** to restart all daemons in the cluster.

/etc/services

Configure services manually:

Tip:

During installation, use the **hostsetup --boot="y"** option to set up the LSF port numbers in the service database.

1. Use the file `LSF_TOP/`*version*`/install/instlib/example.services` file as a guide for adding LSF entries to the services database.

   If any other service listed in your services database has the same port number as one of the LSF services, you must change the port number for the LSF service. You must use the same port numbers on every LSF host.
2. Log on to any host as `root`.
3. Edit the `/etc/services` file by adding the contents of the `LSF_TOP/version/install/instlib/example.services` file:

```
# /etc/services entries for LSF daemons
#
res     3878/tcp # remote execution server
lim     3879/udp # load information manager
mbatchd 3881/tcp # master lsbatch daemon
sbatchd 3882/tcp # slave lsbatch daemon
#
# Add this if ident is not already defined
# in your /etc/services file
ident 113/tcp auth tap # identd
```

4. Run **lsadmin reconfig** to reconfigure LIM.
5. Run **badmin reconfig** to reconfigure **mbatchd**.
6. Run **lsfstartup** to restart all daemons in the cluster.

NIS or NIS+ database:

If you are running NIS, you only need to modify the services database once per NIS master. On some hosts the NIS database and commands are in the `/var/yp` directory; on others, NIS is found in `/etc/yp`.

1. Log on to any host as `root`.
2. Run `lsfshutdown` to shut down all the daemons in the cluster
3. To find the name of the NIS master host, use the command:

```
ypwhich -m services
```

4. Log on to the NIS master host as `root`.
5. Edit the `/var/yp/src/services` or `/etc/yp/src/services` file on the NIS master host adding the contents of the `LSF_TOP/version/install/instlib/example.services` file:

   ```
   # /etc/services entries for LSF daemons.
   #
   res     3878/tcp # remote execution server
   lim     3879/udp # load information manager
   mbatchd 3881/tcp # master lsbatch daemon
   sbatchd 3882/tcp # slave lsbatch daemon
   #
   # Add this if ident is not already defined
   # in your /etc/services file
   ident 113/tcp auth tap # identd
   ```

   Make sure that all the lines you add either contain valid service entries or begin with a comment character (#). Blank lines are not allowed.
6. Change the directory to `/var/yp` or `/etc/yp`.
7. Use the following command:

   ```
   ypmake services
   ```

   On some hosts the master copy of the services database is stored in a different location.

   On systems running NIS+ the procedure is similar. Refer to your system documentation for more information.
8. Run **`lsadmin reconfig`** to reconfigure LIM.
9. Run **`badmin reconfig`** to reconfigure **`mbatchd`**.
10. Run **`lsfstartup`** to restart all daemons in the cluster.

Host names

LSF needs to match host names with the corresponding Internet host addresses.

LSF looks up host names and addresses the following ways:

- In the `/etc/hosts` file
- Sun Network Information Service/Yellow Pages (NIS or YP)
- Internet Domain Name Service (DNS).

  DNS is also known as the Berkeley Internet Name Domain (BIND) or `named`, which is the name of the BIND daemon.

Each host is configured to use one or more of these mechanisms.

Network addresses

Each host has one or more network addresses; usually one for each network to which the host is directly connected. Each host can also have more than one name.

Official host name

The first name configured for each address is called the official name.

Host name aliases

Other names for the same host are called aliases.

LSF uses the configured host naming system on each host to look up the official host name for any alias or host address. This means that you can use aliases as input to LSF, but LSF always displays the official name.

Use host name ranges as aliases

The default host file syntax

ip_address official_name [*alias* [*alias* ...]]

is powerful and flexible, but it is difficult to configure in systems where a single host name has many aliases, and in multihomed host environments.

In these cases, the `hosts` file can become very large and unmanageable, and configuration is prone to error.

The syntax of the LSF `hosts` file supports host name ranges as aliases for an IP address. This simplifies the host name alias specification.

To use host name ranges as aliases, the host names must consist of a fixed node group name prefix and node indices, specified in a form like:

host_name[*index_x-index_y*, *index_m*, *index_a-index_b*]

For example:

```
atlasD0[0-3,4,5-6, ...]
```

is equivalent to:

```
atlasD0[0-6, ...]
```

The node list does not need to be a continuous range (some nodes can be configured out). Node indices can be numbers or letters (both upper case and lower case).

Example

Some systems map internal compute nodes to single LSF host names. A host file might contains 64 lines, each specifying an LSF host name and 32 node names that correspond to each LSF host:

```
...
177.16.1.1 atlasD0 atlas0 atlas1 atlas2 atlas3 atlas4 ... atlas31
177.16.1.2 atlasD1 atlas32 atlas33 atlas34 atlas35 atlas36 ... atlas63
...
```

In the new format, you still map the nodes to the LSF hosts, so the number of lines remains the same, but the format is simplified because you only have to specify ranges for the nodes, not each node individually as an alias:

```
...
177.16.1.1 atlasD0 atlas[0-31]
177.16.1.2 atlasD1 atlas[32-63]
...
```

You can use either an IPv4 or an IPv6 format for the IP address (if you define the parameter LSF_ENABLE_SUPPORT_IPV6 in `lsf.conf`).

Host name services

Solaris:
On Solaris systems, the `/etc/nsswitch.conf` file controls the name service.

Other UNIX platforms:
On other UNIX platforms, the following rules apply:

- If your host has an `/etc/resolv.conf` file, your host is using DNS for name lookups

- If the command `ypcat hosts` prints out a list of host addresses and names, your system is looking up names in NIS
- Otherwise, host names are looked up in the `/etc/hosts` file

For more information

The man pages for the `gethostbyname` function, the `ypbind` and `named` daemons, the `resolver` functions, and the `hosts`, `svc.conf`, `nsswitch.conf`, and `resolv.conf` files explain host name lookups in more detail.

Hosts with multiple addresses

Multi-homed hosts

Hosts that have more than one network interface usually have one Internet address for each interface. Such hosts are called *multi-homed hosts*. For example, dual-stack hosts are multi-homed because they have both an IPv4 and an IPv6 network address.

LSF identifies hosts by name, so it needs to match each of these addresses with a single host name. To do this, the host name information must be configured so that all of the Internet addresses for a host resolve to the same name.

There are two ways to do it:

- Modify the system hosts file (`/etc/hosts`) and the changes will affect the whole system
- Create an LSF hosts file (`LSF_CONFDIR/hosts`) and LSF will be the only application that resolves the addresses to the same host

Multiple network interfaces

Some system manufacturers recommend that each network interface, and therefore, each Internet address, be assigned a different host name. Each interface can then be directly accessed by name. This setup is often used to make sure NFS requests go to the nearest network interface on the file server, rather than going through a router to some other interface. Configuring this way can confuse LSF, because there is no way to determine that the two different names (or addresses) mean the same host. LSF provides a workaround for this problem.

All host naming systems can be configured so that host address lookups always return the same name, while still allowing access to network interfaces by different names. Each host has an official name and a number of aliases, which are other names for the same host. By configuring all interfaces with the same official name but different aliases, you can refer to each interface by a different alias name while still providing a single official name for the host.

Configure the LSF hosts file

If your LSF clusters include hosts that have more than one interface and are configured with more than one official host name, you must either modify the host name configuration, or create a private `hosts` file for LSF to use.

The LSF `hosts` file is stored in LSF_CONFDIR. The format of `LSF_CONFDIR/hosts` is the same as for `/etc/hosts`.

In the LSF `hosts` file, duplicate the system `hosts` database information, except make all entries for the host use the same official name. Configure all the other

names for the host as aliases so that you can still refer to the host by any name.

Example

For example, if your /etc/hosts file contains:

```
AA.AA.AA.AA  host-AA host # first interface
BB.BB.BB.BB  host-BB      # second interface
```

then the LSF_CONFDIR/hosts file should contain:

```
AA.AA.AA.AA  host host-AA # first interface
BB.BB.BB.BB  host host-BB # second interface
```

Example /etc/hosts entries

No unique official name

The following example is for a host with two interfaces, where the host does not have a unique official name.

```
# Address          Official name    Aliases
# Interface on network A
AA.AA.AA.AA        host-AA.domain   host.domain host-AA host
# Interface on network B
BB.BB.BB.BB        host-BB.domain   host-BB host
```

Looking up the address AA.AA.AA.AA finds the official name host-AA.domain. Looking up address BB.BB.BB.BB finds the name host-BB.domain. No information connects the two names, so there is no way for LSF to determine that both names, and both addresses, refer to the same host.

To resolve this case, you must configure these addresses using a unique host name. If you cannot make this change to the system file, you must create an LSF hosts file and configure these addresses using a unique host name in that file.

Both addresses have the same official name

Here is the same example, with both addresses configured for the same official name.

```
# Address          Official name    Aliases
# Interface on network A
AA.AA.AA.AA        host.domain      host-AA.domain host-AA host
# Interface on network B
BB.BB.BB.BB        host.domain      host-BB.domain host-BB host
```

With this configuration, looking up either address returns host.domain as the official name for the host. LSF (and all other applications) can determine that all the addresses and host names refer to the same host. Individual interfaces can still be specified by using the host-AA and host-BB aliases.

Example for a dual-stack host

Dual-stack hosts have more than one IP address. You must associate the host name with both addresses, as shown in the following example:

```
# Address                             Official name    Aliases
# Interface IPv4
AA.AA.AA.AA                           host.domain      host-AA.domain
# Interface IPv6
BBBB:BBBB:BBBB:BBBB:BBBB:BBBB::BBBB   host.domain      host-BB.domain
```

With this configuration, looking up either address returns `host.domain` as the official name for the host. LSF (and all other applications) can determine that all the addresses and host names refer to the same host. Individual interfaces can still be specified by using the `host-AA` and `host-BB` aliases.

Sun Solaris example

For example, Sun NIS uses the `/etc/hosts` file on the NIS master host as input, so the format for NIS entries is the same as for the `/etc/hosts` file. Since LSF can resolve this case, you do not need to create an LSF hosts file.

DNS configuration

The configuration format is different for DNS. The same result can be produced by configuring two address (A) records for each Internet address. Following the previous example:

```
# name            class  type address
host.domain       IN     A    AA.AA.AA.AA
host.domain       IN     A    BB.BB.BB.BB
host-AA.domain    IN     A    AA.AA.AA.AA
host-BB.domain    IN     A    BB.BB.BB.BB
```

Looking up the official host name can return either address. Looking up the interface-specific names returns the correct address for each interface.

For a dual-stack host:

```
# name            class  type address
host.domain       IN     A    AA.AA.AA.AA
host.domain       IN     A    BBBB:BBBB:BBBB:BBBB:BBBB:BBBB::BBBB
host-AA.domain    IN     A    AA.AA.AA.AA
host-BB.domain    IN     A    BBBB:BBBB:BBBB:BBBB:BBBB:BBBB::BBBB
```

PTR records in DNS

Address-to-name lookups in DNS are handled using PTR records. The PTR records for both addresses should be configured to return the official name:

```
# address                  class  type  name
AA.AA.AA.AA.in-addr.arpa   IN     PTR   host.domain
BB.BB.BB.BB.in-addr.arpa   IN     PTR   host.domain
```

For a dual-stack host:

```
# address                     class  type  name
AA.AA.AA.AA.in-addr.arpa   IN     PTR   host.domain
BBBB:BBBB:BBBB:BBBB:BBBB:BBBB::BBBB.in-addr.arpa   IN     PTR   host.domain
```

If it is not possible to change the system host name database, create the `hosts` file local to the LSF system, and configure entries for the multi-homed hosts only. Host names and addresses not found in the `hosts` file are looked up in the standard name system on your host.

Use IPv6 addresses

IP addresses can have either a dotted quad notation (IPv4) or IP Next Generation (IPv6) format. You can use IPv6 addresses if you define the parameter LSF_ENABLE_SUPPORT_IPV6 in `lsf.conf`; you do not have to map IPv4 addresses to an IPv6 format.

For the list of platforms on which LSF supports IPv6 addresses, see the *Release Notes for IBM Platform LSF* for this version.

Enable both IPv4 and IPv6 support

Configure the parameter `LSF_ENABLE_SUPPORT_IPV6=Y` in `lsf.conf`.

Configure hosts for IPv6

Follow the steps in this procedure if you do not have an IPv6-enabled DNS server or an IPv6-enabled router. IPv6 is supported on some linux2.4 kernels and on all linux2.6 kernels.

1. Configure the kernel.
   a. Check that the entry `/proc/net/if_inet6` exists.
   b. If it does not exist, as root run: `modprobe ipv6`
   c. To check that the module loaded correctly, execute the command `lsmod | grep -w 'ipv6'`
2. Add an IPv6 address to the host by executing the following command as root:`/sbin/ifconfig eth0 inet6 add 3ffe:ffff:0:f101::2/64`
3. Display the IPv6 address using **ifconfig**.
4. Repeat all steps for other hosts in the cluster.
5. Add the addresses for all IPv6 hosts to `/etc/hosts` on each host.

   Note:

   For IPv6 networking, hosts must be on the same subnet.
6. Test IPv6 communication between hosts using the command **ping6**.

Specify host names with condensed notation

A number of commands often require you to specify host names. You can now specify host name ranges instead. You can use condensed notation with the following commands:

- **bacct**
- **bhist**
- **bjobs**
- **bmig**
- **bmod**
- **bpeek**
- **brestart**
- **brsvadd**
- **brsvmod**
- **brsvs**
- **brun**
- **bsub**
- **bswitch**

You must specify a valid range of hosts, where the start number is smaller than the end number.

- Run the command you want and specify the host names as a range.

  For example:

  ```
  bsub -m "host[1-100].corp.com"
  ```

  The job is submitted to `host1.corp.com`, `host2.corp.com`, `host3.corp.com`, all the way to `host100.corp.com`.

- Run the command you want and specify host names as a combination of ranges and individuals.

  For example:

  ```
  bsub -m "host[1-10,12,20-25].corp.com"
  ```

  The job is submitted to `host.1.corp.com`, `host2.corp.com`, `host3.corp.com`, up to and including `host10.corp.com`. It is also submitted to `host12.corp.com` and the hosts between and including `host20.corp.com` and `host25.corp.com`.

Host groups

You can define a host group within LSF or use an external executable to retrieve host group members.

Use **bhosts** to view a list of existing hosts. Use **bmgroup** to view host group membership.

Where to use host groups

LSF host groups can be used in defining the following parameters in LSF configuration files:

- HOSTS in `lsb.queues` for authorized hosts for the queue
- HOSTS in `lsb.hosts` in the HostPartition section to list host groups that are members of the host partition

Configure host groups

1. Log in as the LSF administrator to any host in the cluster.
2. Open `lsb.hosts`.
3. Add the HostGroup section if it does not exist.

   ```
   Begin HostGroup
   GROUP_NAME        GROUP_MEMBER
   groupA            (all)
   groupB            (groupA ~hostA ~hostB)
   groupC            (hostX hostY hostZ)
   groupD            (groupC ~hostX)
   groupE            (all ~groupC ~hostB)
   groupF            (hostF groupC hostK)
   desk_tops         (hostD hostE hostF hostG)
   Big_servers       (!)
   End HostGroup
   ```

4. Enter a group name under the GROUP_NAME column.

   External host groups must be defined in the **egroup** executable.

5. Specify hosts in the GROUP_MEMBER column.

   (Optional) To tell LSF that the group members should be retrieved using **egroup**, put an exclamation mark (!) in the GROUP_MEMBER column.

6. Save your changes.
7. Run **badmin ckconfig** to check the group definition. If any errors are reported, fix the problem and check the configuration again.
8. Run **badmin mbdrestart** to apply the new configuration.

Wildcards and special characters to define host names

You can use special characters when defining host group members under the GROUP_MEMBER column to specify hosts. These are useful to define several hosts in a single entry, such as for a range of hosts, or for all host names with a certain text string.

If a host matches more than one host group, that host is a member of all groups. If any host group is a condensed host group, the status and other details of the hosts are counted towards all of the matching host groups.

When defining host group members, you can use string literals and the following special characters:

- Tilde (~) excludes specified hosts or host groups from the list. The tilde can be used in conjunction with the other special characters listed below. The following example matches all hosts in the cluster except for `hostA`, `hostB`, and all members of the `groupA` host group:

  ```
  ... (all ~hostA ~hostB ~groupA)
  ```

- Asterisk (*) represent any number of characters. The following example matches all hosts beginning with the text string "`hostC`" (such as `hostCa`, `hostC1`, or `hostCZ1`):

  ```
  ... (hostC*)
  ```

- Square brackets with a hyphen ([*integer1* - *integer2*]) define a range of non-negative integers at the end of a host name. The first integer must be less than the second integer. The following example matches all hosts from `hostD51` to `hostD100`:

  ```
  ... (hostD[51-100])
  ```

- Square brackets with commas ([*integer1*, *integer2* ...]) define individual non-negative integers at the end of a host name. The following example matches `hostD101`, `hostD123`, and `hostD321`:

  ```
  ... (hostD[101,123,321])
  ```

- Square brackets with commas and hyphens (such as [*integer1* - *integer2*, *integer3*, *integer4* - *integer5*]) define different ranges of non-negative integers at the end of a host name. The following example matches all hosts from `hostD1` to `hostD100`, `hostD102`, all hosts from `hostD201` to `hostD300`, and `hostD320`):

  ```
  ... (hostD[1-100,102,201-300,320])
  ```

Restrictions:
You cannot use more than one set of square brackets in a single host group definition.

The following example is *not* correct:

```
... (hostA[1-10]B[1-20] hostC[101-120])
```

The following example is correct:

```
... (hostA[1-20] hostC[101-120])
```

You cannot define subgroups that contain wildcards and special characters. The following definition for `groupB` is not correct because `groupA` defines hosts with a wildcard:

```
Begin HostGroup
GROUP_NAME   GROUP_MEMBER
groupA       (hostA*)
groupB       (groupA)
End HostGroup
```

Define condensed host groups

You can define condensed host groups to display information for its hosts as a summary for the entire group. This is useful because it allows you to see the total

statistics of the host group as a whole instead of having to add up the data yourself. This allows you to better plan the distribution of jobs submitted to the hosts and host groups in your cluster.

To define condensed host groups, add a CONDENSE column to the HostGroup section. Under this column, enter `Y` to define a condensed host group or `N` to define an uncondensed host group, as shown in the following:

```
Begin HostGroup
GROUP_NAME   CONDENSE   GROUP_MEMBER
groupA          Y       (hostA hostB hostD)
groupB          N       (hostC hostE)
End HostGroup
```

The following commands display condensed host group information:

- **bhosts**
- **bhosts -w**
- **bjobs**
- **bjobs -w**

Use **bmgroup -l** to see whether host groups are condensed or not.

Hosts belonging to multiple condensed host groups

If you configure a host to belong to more than one condensed host group using wildcards, `bjobs` can display any of the host groups as execution host name.

For example, host groups `hg1` and `hg2` include the same hosts:

```
Begin HostGroup
GROUP_NAME      CONDENSE    GROUP_MEMBER        # Key words
hg1               Y         (host*)
hg2               Y         (hos*)
End HostGroup
```

Submit jobs using **bsub -m**:

```
bsub -m "hg2" sleep 1001
```

bjobs displays `hg1` as the execution host instead of `hg2`:

```
bjobs
JOBID   USER    STAT  QUEUE      FROM_HOST   EXEC_HOST   JOB_NAME   SUBMIT_TIME
520     user1   RUN   normal     host5       hg1         sleep 1001 Apr 15 13:50
521     user1   RUN   normal     host5       hg1         sleep 1001 Apr 15 13:50
522     user1   PEND  normal     host5                   sleep 1001 Apr 15 13:51
```

Import external host groups (egroup)

When the membership of a host group changes frequently, or when the group contains a large number of members, you can use an external executable called **egroup** to retrieve a list of members rather than having to configure the group membership manually. You can write a site-specific `egroup` executable that retrieves host group names and the hosts that belong to each group. For information about how to use the external host and user groups feature, see “External Host and User Groups” on page 154.

Compute units

Compute units are similar to host groups, with the added feature of granularity allowing the construction of clusterwide structures that mimic network

architecture. Job scheduling using compute unit resource requirements optimizes job placement based on the underlying system architecture, minimizing communications bottlenecks. Compute units are especially useful when running communication-intensive parallel jobs spanning several hosts.

Resource requirement strings can specify compute units requirements such as running a job exclusively (excl), spreading a job evenly over multiple compute units (balance), or choosing compute units based on other criteria.

Compute unit configuration

To enforce consistency, compute unit configuration has the following requirements:

- Hosts and host groups appear in the finest granularity compute unit type, and nowhere else.
- Hosts appear in the membership list of at most one compute unit of the finest granularity.
- All compute units of the same type have the same type of compute units (or hosts) as members.

Tip:

Configure each individual host as a compute unit to use the compute unit features for host level job allocation.

Where to use compute units

LSF compute units can be used in defining the following parameters in LSF configuration files:

- **EXCLUSIVE** in `lsb.queues` for the compute unit type allowed for the queue.
- **HOSTS** in `lsb.queues` for the hosts on which jobs from this queue can be run.
- **RES_REQ** in `lsb.queues` for queue compute unit resource requirements.
- **RES_REQ** in `lsb.applications` for application profile compute unit resource requirements.

Configure compute units

1. Log in as the LSF administrator to any host in the cluster.
2. Open `lsb.params`.
3. Add the **COMPUTE_UNIT_TYPES** parameter if it does not already exist and list your compute unit types in order of granularity (finest first).

   ```
   COMPUTE_UNIT_TYPES=enclosure rack cabinet
   ```
4. Save your changes.
5. Open `lsb.hosts`.
6. Add the ComputeUnit section if it does not exist.

   ```
   Begin ComputeUnit
   NAME        MEMBER         TYPE
   encl1       (hostA hg1)    enclosure
   encl2       (hostC hostD)  enclosure
   encl3       (hostE hostF)  enclosure
   encl4       (hostG hg2)    enclosure
   rack1       (encl1 encl2)  rack
   rack2       (encl3 encl4)  rack
   cab1        (rack1 rack2)  cabinet
   End ComputeUnit
   ```
7. Enter a compute unit name under the NAME column.

External compute units must be defined in the **egroup** executable.

8. Specify hosts or host groups in the MEMBER column of the finest granularity compute unit type. Specify compute units in the MEMBER column of coarser compute unit types.

   (Optional) To tell LSF that the compute unit members of a finest granularity compute unit should be retrieved using **egroup**, put an exclamation mark (!) in the MEMBER column.
9. Specify the type of compute unit in the TYPE column.
10. Save your changes.
11. Run **badmin ckconfig** to check the compute unit definition. If any errors are reported, fix the problem and check the configuration again.
12. Run **badmin mbdrestart** to apply the new configuration.

    To view configured compute units, run **bmgroup -cu**.

Use wildcards and special characters to define names in compute units

You can use special characters when defining compute unit members under the MEMBER column to specify hosts, host groups, and compute units. These are useful to define several names in a single entry such as a range of hosts, or for all names with a certain text string.

When defining host, host group, and compute unit members of compute units, you can use string literals and the following special characters:

- Use a tilde (~) to exclude specified hosts, host groups, or compute units from the list. The tilde can be used in conjunction with the other special characters listed below. The following example matches all hosts in `group12` except for `hostA`, and `hostB`:

  ```
  ... (group12 ~hostA ~hostB)
  ```
- Use an asterisk (*) as a wildcard character to represent any number of characters. The following example matches all hosts beginning with the text string "`hostC`" (such as `hostCa`, `hostC1`, or `hostCZ1`):

  ```
  ... (hostC*)
  ```
- Use square brackets with a hyphen ([*integer1* **-** *integer2*]) to define a range of non-negative integers at the end of a name. The first integer must be less than the second integer. The following example matches all hosts from `hostD51` to `hostD100`:

  ```
  ... (hostD[51-100])
  ```
- Use square brackets with commas ([*integer1*, *integer2* ...]) to define individual non-negative integers at the end of a name. The following example matches `hostD101`, `hostD123`, and `hostD321`:

  ```
  ... (hostD[101,123,321])
  ```
- Use square brackets with commas and hyphens (such as [*integer1* **-** *integer2*, *integer3*, *integer4* **-** *integer5*]) to define different ranges of non-negative integers at the end of a name. The following example matches all hosts from `hostD1` to `hostD100`, `hostD102`, all hosts from `hostD201` to `hostD300`, and `hostD320`):

  ```
  ... (hostD[1-100,102,201-300,320])
  ```

Restrictions

You cannot use more than one set of square brackets in a single compute unit definition.

The following example is *not* correct:

```
... (hostA[1-10]B[1-20] hostC[101-120])
```

The following example is correct:

```
... (hostA[1-20] hostC[101-120])
```

The keywords all, allremote, all@cluster, other and default cannot be used when defining compute units.

Define condensed compute units

You can define condensed compute units to display information for its hosts as a summary for the entire group, including the slot usage for each compute unit. This is useful because it allows you to see statistics of the compute unit as a whole instead of having to add up the data yourself. This allows you to better plan the distribution of jobs submitted to the hosts and compute units in your cluster.

To define condensed compute units, add a CONDENSE column to the ComputeUnit section. Under this column, enter `Y` to define a condensed host group or `N` to define an uncondensed host group, as shown in the following:

```
Begin ComputeUnit
NAME    CONDENSE   MEMBER               TYPE
enclA   Y          (hostA hostB hostD)  enclosure
enclB   N          (hostC hostE)        enclosure
End HostGroup
```

The following commands display condensed host information:

- **bhosts**
- **bhosts -w**
- **bjobs**
- **bjobs -w**

Use **bmgroup -l** to see whether host groups are condensed or not.

Import external host groups (egroup)

When the membership of a compute unit changes frequently, or when the compute unit contains a large number of members, you can use an external executable called **egroup** to retrieve a list of members rather than having to configure the membership manually. You can write a site-specific `egroup` executable that retrieves compute unit names and the hosts that belong to each group, and compute units of the finest granularity can contain `egroups` as members. For information about how to use the external host and user groups feature, see.“External Host and User Groups” on page 154

Use compute units with advance reservation

When running exclusive compute unit jobs (with the resource requirement cu[excl]), the advance reservation can affect hosts outside the advance reservation but in the same compute unit as follows:

- An exclusive compute unit job dispatched to a host inside the advance reservation will lock the entire compute unit, including any hosts outside the advance reservation.
- An exclusive compute unit job dispatched to a host outside the advance reservation will lock the entire compute unit, including any hosts inside the advance reservation.

Ideally all hosts belonging to a compute unit should be inside or outside of an advance reservation.

Tune CPU factors

CPU factors are used to differentiate the relative speed of different machines. LSF runs jobs on the best possible machines so that response time is minimized.

To achieve this, it is important that you define correct CPU factors for each machine model in your cluster.

How CPU factors affect performance

Incorrect CPU factors can reduce performance the following ways.

- If the CPU factor for a host is too low, that host might not be selected for job placement when a slower host is available. This means that jobs would not always run on the fastest available host.
- If the CPU factor is too high, jobs are run on the fast host even when they would finish sooner on a slower but lightly loaded host. This causes the faster host to be overused while the slower hosts are underused.

Both of these conditions are somewhat self-correcting. If the CPU factor for a host is too high, jobs are sent to that host until the CPU load threshold is reached. LSF then marks that host as busy, and no further jobs are sent there. If the CPU factor is too low, jobs might be sent to slower hosts. This increases the load on the slower hosts, making LSF more likely to schedule future jobs on the faster host.

Guidelines for setting CPU factors

CPU factors should be set based on a benchmark that reflects your workload. If there is no such benchmark, CPU factors can be set based on raw CPU power.

The CPU factor of the slowest hosts should be set to 1, and faster hosts should be proportional to the slowest.

Example

Consider a cluster with two hosts: `hostA` and `hostB`. In this cluster, `hostA` takes 30 seconds to run a benchmark and `hostB` takes 15 seconds to run the same test. The CPU factor for `hostA` should be 1, and the CPU factor of `hostB` should be 2 because it is twice as fast as `hostA`.

View normalized ratings

`Run lsload -N` to display normalized ratings.
LSF uses a normalized CPU performance rating to decide which host has the most available CPU power. Hosts in your cluster are displayed in order from best to worst. Normalized CPU run queue length values are based on an estimate of the time it would take each host to run one additional unit of work, given that an unloaded host with CPU factor 1 runs one unit of work in one unit of time.

Tune CPU factors

1. Log in as the LSF administrator on any host in the cluster.
2. Edit `lsf.shared`, and change the `HostModel` section:

```
Begin HostModel
MODELNAME  CPUFACTOR   ARCHITECTURE # keyword
#HPUX (HPPA)
HP9K712S         2.5   (HP9000712_60)
HP9K712M         2.5   (HP9000712_80)
HP9K712F         4.0   (HP9000712_100)
```

See the *LSF Configuration Reference* for information about the `lsf.shared` file.

3. Save the changes to `lsf.shared`.
4. Run **`lsadmin reconfig`** to reconfigure LIM.
5. Run `badmin reconfig` to reconfigure **`mbatchd`**.

Handle host-level job exceptions

You can configure hosts so that LSF detects exceptional conditions while jobs are running, and take appropriate action automatically. You can customize what exceptions are detected, and the corresponding actions. By default, LSF does not detect any exceptions.

Host exceptions LSF can detect

If you configure host exception handling, LSF can detect jobs that exit repeatedly on a host. The host can still be available to accept jobs, but some other problem prevents the jobs from running. Typically jobs that are dispatched to such "black hole", or "job-eating" hosts exit abnormally. LSF monitors the job exit rate for hosts, and closes the host if the rate exceeds a threshold you configure (EXIT_RATE in `lsb.hosts`).

If EXIT_RATE is specified for the host, LSF invokes **`eadmin`** if the job exit rate for a host remains above the configured threshold for longer than 5 minutes. Use JOB_EXIT_RATE_DURATION in `lsb.params` to change how frequently LSF checks the job exit rate.

Use GLOBAL_EXIT_RATE in `lsb.params` to set a cluster-wide threshold in minutes for exited jobs. If EXIT_RATE is not specified for the host in `lsb.hosts`, GLOBAL_EXIT_RATE defines a default exit rate for all hosts in the cluster. Host-level EXIT_RATE overrides the GLOBAL_EXIT_RATE value.

Configure host exception handling (lsb.hosts) EXIT_RATE

Specify a threshold for exited jobs. If the job exit rate is exceeded for 5 minutes or the period specified by JOB_EXIT_RATE_DURATION in `lsb.params`, LSF invokes **`eadmin`** to trigger a host exception.

Example

The following Host section defines a job exit rate of 20 jobs for all hosts, and an exit rate of 10 jobs on `hostA`.

```
Begin Host
HOST_NAME    MXJ      EXIT_RATE  # Keywords
Default      !        20
hostA        !        10
End Host
```

Configure thresholds for host exception handling

By default, LSF checks the number of exited jobs every 5 minutes. Use JOB_EXIT_RATE_DURATION in `lsb.params` to change this default.

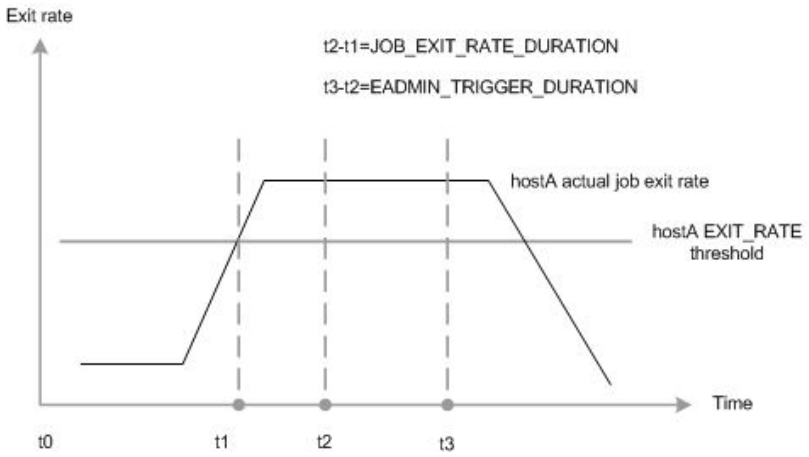
Tuning

Tip:

Tune JOB_EXIT_RATE_DURATION carefully. Shorter values may raise false alarms, longer values may not trigger exceptions frequently enough.

Example

In the following diagram, the job exit rate of `hostA` exceeds the configured threshold (EXIT_RATE for hostA in `lsb.hosts`) LSF monitors `hostA` from time t1 to time t2 (t2=t1 + JOB_EXIT_RATE_DURATION in `lsb.params`). At t2, the exit rate is still high, and a host exception is detected. At t3 (EADMIN_TRIGGER_DURATION in `lsb.params`), LSF invokes **`eadmin`** and the host exception is handled. By default, LSF closes `hostA` and sends email to the LSF administrator. Since `hostA` is closed and cannot accept any new jobs, the exit rate drops quickly.



Managing Jobs

About job states

The **`bjobs`** command displays the current state of the job.

Normal job states

Most jobs enter only three states:

Job state	Description
PEND	Waiting in a queue for scheduling and dispatch
RUN	Dispatched to a host and running
DONE	Finished normally with a zero exit value

Suspended job states

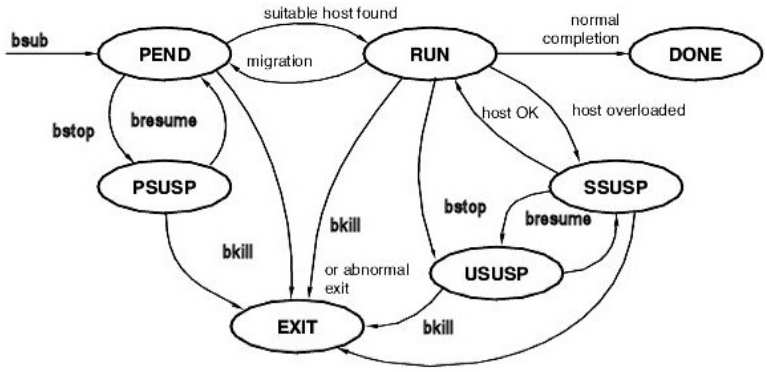
If a job is suspended, it has three states:

Job state	Description
PSUSP	Suspended by its owner or the LSF administrator while in PEND state

Job state	Description
USUSP	Suspended by its owner or the LSF administrator after being dispatched
SSUSP	Suspended by the LSF system after being dispatched

State transitions

A job goes through a series of state transitions until it eventually completes its task, fails, or is terminated. The possible states of a job during its life cycle are shown in the diagram.



Pending jobs

A job remains pending until all conditions for its execution are met. Some of the conditions are:

- Start time that is specified by the user when the job is submitted
- Load conditions on qualified hosts
- Dispatch windows during which the queue can dispatch and qualified hosts can accept jobs
- Run windows during which jobs from the queue can run
- Limits on the number of job slots that are configured for a queue, a host, or a user
- Relative priority to other users and jobs
- Availability of the specified resources
- Job dependency and pre-execution conditions

Maximum pending job threshold

If the user or user group submitting the job has reached the pending job threshold as specified by MAX_PEND_JOBS (either in the `User` section of `lsb.users`, or cluster-wide in `lsb.params`), LSF will reject any further job submission requests sent by that user or user group. The system will continue to send the job submission requests with the interval specified by SUB_TRY_INTERVAL in `lsb.params` until it has made a number of attempts equal to the LSB_NTRIES environment variable. If LSB_NTRIES is undefined and LSF rejects the job submission request, the system will continue to send the job submission requests indefinitely as the default behavior.

Suspended jobs

A job can be suspended at any time. A job can be suspended by its owner, by the LSF administrator, by the root user (superuser), or by LSF.

After a job is dispatched and started on a host, it can be suspended by LSF. When a job is running, LSF periodically checks the load level on the execution host. If any load index is beyond either its per-host or its per-queue suspending conditions, the lowest priority batch job on that host is suspended.

If the load on the execution host or hosts becomes too high, batch jobs could be interfering among themselves or could be interfering with interactive jobs. In either case, some jobs should be suspended to maximize host performance or to guarantee interactive response time.

LSF suspends jobs according to the priority of the job's queue. When a host is busy, LSF suspends lower priority jobs first unless the scheduling policy associated with the job dictates otherwise.

Jobs are also suspended by the system if the job queue has a run window and the current time goes outside the run window.

A system-suspended job can later be resumed by LSF if the load condition on the execution hosts falls low enough or when the closed run window of the queue opens again.

WAIT state (chunk jobs)

If you have configured chunk job queues, members of a chunk job that are waiting to run are displayed as WAIT by **bjobs**. Any jobs in WAIT status are included in the count of pending jobs by **bqueues** and **busers**, even though the entire chunk job has been dispatched and occupies a job slot. The **bhosts** command shows the single job slot occupied by the entire chunk job in the number of jobs shown in the NJOBS column.

You can switch (**bswitch**) or migrate (**bmig**) a chunk job member in WAIT state to another queue.

Exited jobs

An exited job that is ended with a non-zero exit status.

A job might terminate abnormally for various reasons. Job termination can happen from any state. An abnormally terminated job goes into EXIT state. The situations where a job terminates abnormally include:

- The job is canceled by its owner or the LSF administrator while pending, or after being dispatched to a host.

- The job is not able to be dispatched before it reaches its termination deadline that is set by **bsub -t**, and thus is terminated by LSF.
- The job fails to start successfully. For example, the wrong executable is specified by the user when the job is submitted.
- The application exits with a non-zero exit code.

You can configure hosts so that LSF detects an abnormally high rate of job exit from a host.

Post-execution states

Some jobs may not be considered complete until some post-job processing is performed. For example, a job may need to exit from a post-execution job script, clean up job files, or transfer job output after the job completes.

The DONE or EXIT job states do not indicate whether post-processing is complete, so jobs that depend on processing may start prematurely. Use the post_done and post_err keywords on the **bsub -w** command to specify job dependency conditions for job post-processing. The corresponding job states POST_DONE and POST_ERR indicate the state of the post-processing.

After the job completes, you cannot perform any job control on the post-processing. Post-processing exit codes are not reported to LSF.

View job information

The **bjobs** command is used to display job information. By default, **bjobs** displays information for the user who invoked the command. For more information about **bjobs**, see the *LSF Reference* and the **bjobs(1)** man page.

View all jobs for all users

Run **bjobs -u all** to display all jobs for all users.
Job information is displayed in the following order:

- Running jobs
- Pending jobs in the order in which they are scheduled
- Jobs in high-priority queues are listed before those in lower-priority queues

For example:

```
bjobs -u all
JOBID   USER    STAT    QUEUE     FROM_HOST   EXEC_HOST   JOB_NAME   SUBMIT_TIME
1004    user1   RUN     short     hostA       hostA       job0       Dec 16 09:23
1235    user3   PEND    priority  hostM                   job1       Dec 11 13:55
1234    user2   SSUSP   normal    hostD       hostM       job3       Dec 11 10:09
1250    user1   PEND    short     hostA                   job4       Dec 11 13:59
```

View job IDs

In MC, the execution cluster assigns forwarded jobs with different job IDs from the submission cluster. You can use the local job ID or **src_job_id@src_cluster_name** to query the job (for example, **bjobs 123@submission_cluster_name**).

The advantage of using **src_job_id@src_cluster_name** instead of a local job ID in the execution cluster is that you do not have to know the local job ID in the execution cluster. The **bjobs** output is identical no matter which job ID you use (local job ID or src_job_id@src_cluster_name).

View jobs for specific users

Run **bjobs -u** *user_name* to display jobs for a specific user:

```
bjobs -u user1
JOBID   USER    STAT    QUEUE     FROM_HOST   EXEC_HOST   JOB_NAME   SUBMIT_TIME
2225    user1   USUSP   normal    hostA                   job1       Nov 16 11:55
2226    user1   PSUSP   normal    hostA                   job2       Nov 16 12:30
2227    user1   PSUSP   normal    hostA                   job3       Nov 16 12:31
```

View running jobs

Run **bjobs -r** to display running jobs.

View done jobs

Run **bjobs -d** to display recently completed jobs.

View pending job information

1. Run **bjobs -p** to display the reason why a job is pending.
2. Run **busers -w all** to see the maximum pending job threshold for all users.

View suspension reasons

Run **bjobs -s** to display the reason why a job was suspended.

View chunk job wait status and wait reason

Run **bhist -l** to display jobs in WAIT status. Jobs are shown as `Waiting ...`
The **bjobs -l** command does not display a WAIT reason in the list of pending jobs.

View post-execution states

Run **bhist -l** to display the POST_DONE and POST_ERR states.
The resource usage of post-processing is not included in the job resource usage.

View exception status for jobs (bjobs)

Run **bjobs** to display job exceptions. **bjobs -l** shows exception information for unfinished jobs, and **bjobs -x -l** shows finished along with unfinished jobs.
For example, the following **bjobs** command shows that job 1 is running longer than the configured JOB_OVERRUN threshold, and is consuming no CPU time. **bjobs** displays the job idle factor, and both job overrun and job idle exceptions. Job 1 finished before the configured JOB_UNDERRUN threshold, so **bjobs** shows exception status of underrun:

```
bjobs -x -l -a
Job <1>, User <user1>, Project <default>, Status <RUN>, Queue <normal>, Command
                     <sleep 600>
Wed Aug 13 14:23:35 2009: Submitted from host <hostA>, CWD <$HOME>, Output File
                     </dev/null>, Specified Hosts <hostB>;
Wed Aug 13 14:23:43 2009: Started on <hostB>, Execution Home </home/user1>, Execution
                     CWD </home/user1>;
Resource usage collected.
                     IDLE_FACTOR(cputime/runtime):   0.00
                     MEM: 3 Mbytes;  SWAP: 4 Mbytes;  NTHREAD: 3
                     PGID: 5027;  PIDs: 5027 5028 5029

 MEMORY USAGE:
 MAX MEM: 8 Mbytes; AVG MEM: 4 Mbytes

 SCHEDULING PARAMETERS:
           r15s   r1m  r15m   ut      pg    io   ls    it    tmp    swp    mem
 loadSched   -     -     -     -       -     -    -     -     -      -      -
 loadStop    -     -     -     -       -     -    -     -     -      -      -

                cpuspeed    bandwidth
 loadSched          -            -
 loadStop           -            -

 EXCEPTION STATUS:  overrun  idle
```

```
RESOURCE REQUIREMENT DETAILS:
Combined :  {4*{select[type == local] order[r15s:pg] span[ptile=2]}} || {2*{select
                    [type == local] order[r15s:pg] span[hosts=1]}}
Effective : 2*{select[type == local] order[r15s:pg] span[hosts=1] }
```

Use **bacct -l -x** to trace the history of job exceptions.

View unfinished job summary information

Run **bjobs -sum** to display summary information about unfinished jobs. **bjobs -sum** displays the count of job slots for the following states: running (RUN), system suspended (SSUSP), user suspended (USUSP), UNKNOWN, pending (PEND), and forwarded to remote clusters and pending (FWD_PEND). **bjobs -sum** displays the job slot count only for the user's own jobs.

```
% bjobs -sum
RUN         SSUSP       USUSP       UNKNOWN     PEND        FWD_PEND
123         456         789         5           5           3
```

Use **-sum** with other options (like **-m**, **-P**, **-q**, and **-u**) to filter the results. For example, **bjobs -sum -u user1** displays job slot counts just for user `user1`.

```
% bjobs -sum -u user1
RUN         SSUSP       USUSP       UNKNOWN     PEND        FWD_PEND
20          10          10          0            5           0
```

Customize job information output

By default, the **bjobs** command displays a predefined set of job information. While you may use various **bjobs** options to display specific job information based on your needs, you may also customize the specific fields that **bjobs** displays. This allows you to create a specific **bjobs** output format that shows all the required information, which allows you to easily parse the information using custom scripts or to display the information in a predefined format.

Use the **LSB_BJOBS_FORMAT** parameter in `lsf.conf` or the **LSB_BJOBS_FORMAT** runtime environment variable to define the default **bjobs** output format for LSF:

`LSB_BJOBS_FORMAT="`*`field_name`*`[:[-][`*`output_width`*`]] ... [delimiter='`*`character`*`']"`

Use the **bjobs -o** option to define the custom output at the command level:

`bjobs ... -o "`*`field_name`*`[:[-][`*`output_width`*`]] ... [delimiter='`*`character`*`']"`

The following alternate method of using **bjobs -o** is recommended for special delimiter characters in a csh environment (for example, $):

`bjobs ... -o '`*`field_name`*`[:[-][`*`output_width`*`]] ... [delimiter="`*`character`*`"]'`

- Specify which **bjobs** fields (or aliases instead of the full field names), in which order, and with what width to display.
- Specify only the **bjobs** field name or alias to set its output to unlimited width and left justification.
- Specify the colon (`:`) without a width to set the output width to the recommended width for that field.
- Specify the colon (`:`) with a width to set the maximum number of characters to display for the field. When its value exceeds this width, **bjobs** truncates the output as follows:
  - For the JOB_NAME field, **bjobs** removes the header characters and replaces them with an asterisk (`*`)
  - For other fields, **bjobs** truncates the ending characters

- Specify a hyphen (-) to set right justification when displaying the output for the specific field. If not specified, the default is to set left justification when displaying output for a field.
- Use `delimiter=` to set the delimiting character to display between different headers and fields. This must be a single character. By default, the delimiter is a space.

The **bjobs -o** option overrides the **LSB_BJOBS_FORMAT** environment variable, which overrides the **LSB_BJOBS_FORMAT** setting in `lsf.conf`.

Output customization only applies to the output for certain **bjobs** options, as follows:

- **LSB_BJOBS_FORMAT** and **bjobs -o** both apply to output for the **bjobs** command with no options, and for **bjobs** options with short form output that filter information, including the following: `-a`, `-app`, `-cname`, `-d`, `-g`, `-G`, `-J`, `-Jd`, `-Lp`, `-m`, `-P`, `-q`, `-r`, `-sla`, `-u`, `-x`, `-X`.
- **LSB_BJOBS_FORMAT** does not apply to output for **bjobs** options that use a modified format and filter information, but you can use **bjobs -o** to customize the output for these options. These options include the following: `-fwd`, `-N`, `-p`, `-s`.
- **LSB_BJOBS_FORMAT** and **bjobs -o** do not apply to output for **bjobs** options that use a modified format, including the following: `-A`, `-aff`, `-aps`, `-l`, `-UF`, `-ss`, `-sum`, `-UF`, `-w`, `-W`, `-WF`, `-WL`, `-WP`.

The following are the field names used to specify the **bjobs** fields to display, recommended width, aliases you can use instead of field names, and units of measurement for the displayed field:

Table 1. Output fields for bjobs

Field name	Width	Aliases	Unit	Category
jobid	7	id		Common
stat	5			
user	7			
user_group	15	ugroup		
queue	10			
job_name	10	name		
job_description	17	description		
proj_name	11	proj, project		
application	13	app		
service_class	13	sla		
job_group	10	group		
job_priority	12	priority		
dependency	15			

Table 1. Output fields for bjobs (continued)

Field name	Width	Aliases	Unit	Category
command	15	cmd		Command
pre_exec_command	16	pre_cmd		
post_exec_command	17	post_cmd		
resize_notification_command	27	resize_cmd		
pids	20			
exit_code	10			
exit_reason	50			
from_host	11			Host
first_host	11			
exec_host	11			
nexec_host **Note:** If the allocated host group or compute unit is condensed, this field does not display the real number of hosts. Use **bjobs -X -o** to view the real number of hosts in these situations.	10			
alloc_slot	20			
nalloc_slot	10			
host_file	10			
submit_time	15			Time
start_time	15			
estimated_start_time	20	estart_time		
specified_start_time	20	sstart_time		
specified_terminate_time	24	sterminate_time		
time_left	11		seconds	
finish_time	16			
%complete	11			
warning_action	15	warn_act		
action_warning_time	19	warn_time		

Table 1. Output fields for bjobs (continued)

Field name	Width	Aliases	Unit	Category
cpu_used	10			CPU
run_time	15		seconds	
idle_factor	11			
exception_status	16	except_stat		
slots	5			
mem	10		**LSF_UNIT_FOR_LIMITS** in `lsf.conf` (KB by default)	
max_mem	10		**LSF_UNIT_FOR_LIMITS** in `lsf.conf` (KB by default)	
avg_mem	10		**LSF_UNIT_FOR_LIMITS** in `lsf.conf` (KB by default)	
memlimit	10		**LSF_UNIT_FOR_LIMITS** in `lsf.conf` (KB by default)	
swap	10		**LSF_UNIT_FOR_LIMITS** in `lsf.conf` (KB by default)	
swaplimit	10		**LSF_UNIT_FOR_LIMITS** in `lsf.conf` (KB by default)	
min_req_proc	12			Resource requirement
max_req_proc	12			
effective_resreq	17	eresreq		
network_req	15			
filelimit	10			Resource limits
corelimit	10			
stacklimit	10			
processlimit	12			
input_file	10			File
output_file	11			
error_file	10			
output_dir	15			Directory
sub_cwd	10			
exec_home	10			
exec_cwd	10			
forward_cluster	15	fwd_cluster		MultiCluster
forward_time	15	fwd_time		

Field names and aliases are not case sensitive. Valid values for the output width are any positive integer between 1 and 4096. If the jobid field is defined with no output width and **LSB_JOBID_DISP_LENGTH** is defined in `lsf.conf`, the

LSB_JOBID_DISP_LENGTH value is used for the output width. If jobid is defined with a specified output width, the specified output width overrides the **LSB_JOBID_DISP_LENGTH** value.

Remove column headings from the output

Use the **bjobs -noheader** option to remove column headings from the **bjobs** output. When **bjobs -noheader** is specified, **bjobs** displays the values of the fields without displaying the names of the fields. This is useful for script parsing, when column headings are not necessary.

This option applies to output for the **bjobs** command with no options, and to output for all **bjobs** options with short form output except for **-aff**, **-l**, **-UF**, **-N**, **-h**, and **-V**.

Change job order within queues

By default, LSF dispatches jobs in a queue in the order of arrival (that is, first-come, first-served), subject to availability of suitable server hosts.

Use the **btop** and **bbot** commands to change the position of pending jobs, or of pending job array elements, to affect the order in which jobs are considered for dispatch. Users can only change the relative position of their own jobs, and LSF administrators can change the position of any users' jobs.

bbot

Moves jobs relative to your last job in the queue.

If invoked by a regular user, **bbot** moves the selected job after the last job with the same priority submitted by the user to the queue.

If invoked by the LSF administrator, **bbot** moves the selected job after the last job with the same priority submitted to the queue.

btop

Moves jobs relative to your first job in the queue.

If invoked by a regular user, **btop** moves the selected job before the first job with the same priority submitted by the user to the queue.

If invoked by the LSF administrator, **btop** moves the selected job before the first job with the same priority submitted to the queue.

Move a job to the top of the queue

In the following example, job 5311 is moved to the top of the queue. Since job 5308 is already running, job 5311 is placed in the queue after job 5308.

Note that **user1**'s job is still in the same position on the queue. user2 cannot use **btop** to get extra jobs at the top of the queue; when one of his jobs moves up the queue, the rest of his jobs move down.

```
bjobs -u all
JOBID USER  STAT  QUEUE    FROM_HOST  EXEC_HOST  JOB_NAME   SUBMIT_TIME
5308  user2 RUN   normal   hostA      hostD      /s500      Oct 23 10:16
5309  user2 PEND  night    hostA                 /s200      Oct 23 11:04
5310  user1 PEND  night    hostB                 /myjob     Oct 23 13:45
5311  user2 PEND  night    hostA                 /s700      Oct 23 18:17

btop 5311
```

```
Job <5311> has been moved to position 1 from top.

bjobs -u all
JOBID USER  STAT  QUEUE    FROM_HOST  EXEC_HOST  JOB_NAME   SUBMIT_TIME
5308  user2 RUN   normal   hostA      hostD      /s500      Oct 23 10:16
5311  user2 PEND  night    hostA                 /s200      Oct 23 18:17
5310  user1 PEND  night    hostB                 /myjob     Oct 23 13:45
5309  user2 PEND  night    hostA                 /s700      Oct 23 11:04
```

Switch jobs from one queue to another

You can use the commands **bswitch** and **bmod** to change jobs from one queue to another. This is useful if you submit a job to the wrong queue, or if the job is suspended because of queue thresholds or run windows and you would like to resume the job.

Switch a single job to a different queue

Run **bswitch** or **bmod** to move pending and running jobs from queue to queue. By default, LSF dispatches jobs in a queue in order of arrival, so a pending job goes to the last position of the new queue, no matter what its position was in the original queue.

In the following example, job 5309 is switched to the **priority** queue:

```
bswitch priority 5309
Job <5309> is switched to queue <priority>
bjobs -u all
JOBID    USER   STAT   QUEUE    FROM_HOST  EXEC_HOST   JOB_NAME   SUBMIT_TIME
5308     user2   RUN   normal   hostA      hostD       /job500    Oct 23 10:16
5309     user2   RUN   priority hostA      hostB       /job200    Oct 23 11:04
5311     user2   PEND  night    hostA                  /job700    Oct 23 18:17
5310     user1   PEND  night    hostB                  /myjob     Oct 23 13:45
```

Switch all jobs to a different queue

Run **bswitch -q from_queue to_queue 0** to switch all the jobs in a queue to another queue.

The **-q** option is used to operate on all jobs in a queue. The job ID number 0 specifies that all jobs from the night queue should be switched to the idle queue: The following example selects jobs from the `night` queue and switches them to the `idle` queue.

```
bswitch -q night idle 0
Job <5308> is switched to queue <idle>
Job <5310> is switched to queue <idle>
```

Force job execution

A pending job can be forced to run with the **brun** command. This operation can only be performed by an LSF administrator.

You can force a job to run on a particular host, to run until completion, and other restrictions. For more information, see the **brun** command.

When a job is forced to run, any other constraints that are associated with the job such as resource requirements or dependency conditions are ignored.

In this situation you may see some job slot limits, such as the maximum number of jobs that can run on a host, being violated. A job that is forced to run cannot be preempted.

Force a pending job to run

Run **brun -m** *hostname job_ID* to force a pending or finished job to run.
You must specify the host on which the job is to run.
For example, the following command forces the sequential job 104 to run on `hostA`:

```
brun -m hostA 104
```

Suspend and resume jobs

A job can be suspended by its owner or the LSF administrator. These jobs are considered user-suspended and are displayed by **bjobs** as USUSP.

If a user suspends a high priority job from a non-preemptive queue, the load may become low enough for LSF to start a lower priority job in its place. The load that is created by the low priority job can prevent the high priority job from resuming. This can be avoided by configuring preemptive queues.

Suspend a job

Run **bstop** *job_ID*.
Your job goes into USUSP state if the job is already started, or into PSUSP state if it is pending.

```
bstop 3421
Job <3421> is being stopped
```

The preceding example suspends job 3421.

UNIX

bstop sends the following signals to the job:

- SIGTSTP for parallel or interactive jobs—`SIGTSTP` is caught by the master process and passed to all the slave processes running on other hosts.
- SIGSTOP for sequential jobs—SIGSTOP cannot be caught by user programs. The SIGSTOP signal can be configured with the LSB_SIGSTOP parameter in `lsf.conf`.

Windows

bstop causes the job to be suspended.

Resume a job

Run **bresume** *job_ID*:

```
bresume 3421
Job <3421> is being resumed
```

Resumes job 3421.
Resuming a user-suspended job does not put your job into RUN state immediately. If your job was running before the suspension, **bresume** first puts your job into SSUSP state and then waits for **sbatchd** to schedule it according to the load conditions.

Kill jobs

The **bkill** command cancels pending batch jobs and sends signals to running jobs. By default, on UNIX, **bkill** sends the SIGKILL signal to running jobs.

Before SIGKILL is sent, SIGINT and SIGTERM are sent to give the job a chance to catch the signals and clean up. The signals are forwarded from **mbatchd** to **sbatchd**.

sbatchd waits for the job to exit before reporting the status. Because of these delays, for a short period of time after the **bkill** command has been issued, **bjobs** may still report that the job is running.

On Windows, job control messages replace the SIGINT and SIGTERM signals, and termination is implemented by the TerminateProcess() system call.

Kill a job

Run **bkill** *job_ID*. For example, the following command kills job 3421:

```
bkill 3421
Job <3421> is being terminated
```

Kill multiple jobs

Run **bkill 0** to kill all pending jobs in the cluster or use **bkill 0** with the **-g**, **-J**, **-m**, **-q**, or **-u** options to kill all jobs that satisfy these options.
The following command kills all jobs dispatched to **the hostA** host:

```
bkill -m hostA 0
Job <267> is being terminated
Job <268> is being terminated
Job <271> is being terminated
```

The following command kills all jobs in the groupA job group:

```
bkill -g groupA 0
Job <2083> is being terminated
Job <2085> is being terminated
```

Kill a large number of jobs rapidly:
Killing multiple jobs with **bkill 0** and other commands is usually sufficient for moderate numbers of jobs. However, killing a large number of jobs (approximately greater than 1000 jobs) can take a long time to finish.

Run bkill -b to kill a large number of jobs faster than with normal means. However, jobs that are killed in this manner are not logged to lsb.acct.
Local pending jobs are killed immediately and cleaned up as soon as possible, ignoring the time interval that is specified by CLEAN_PERIOD in lsb.params.
Other jobs are killed as soon as possible but cleaned up normally (after the CLEAN_PERIOD time interval).
If the **-b** option is used with **bkill 0**, it kills all applicable jobs and silently skips the jobs that cannot be killed.
The **-b** option is ignored if used with **-r** or **-s**.

Force removal of a job from LSF

Run the **bkill -r** command to remove a job from the LSF system without waiting for the job to terminate in the operating system. This sends the same series of signals as **bkill** without -r, except that the job is removed from the system immediately, the job is marked as Zombie, and job resources that LSF monitors are released as soon as LSF receives the first signal.

Remove hung jobs from LSF

A dispatched job becomes hung if its execution host (or first execution host for parallel jobs) goes to either unreach or unavail state. For jobs with a specified **runlimit**, LSF considers a job to be hung once the **runlimit** expires and **mbatchd** attempts to signal **sbatchd** to kill the job, but **sbatchd** is unable to kill the job.

During this time, any resources on other hosts held by the job are unavailable to the cluster for use by other pending jobs. This results in poor utilization of cluster resources. It is possible to manually remove hung jobs with **bkill –r**, but this

requires LSF administrators to actively monitor for jobs in UNKNOWN state. Instead of manually removing jobs or waiting for the hosts to come back, LSF can automatically terminate the job after reaching a timeout. After removing the job, LSF moves the job to the EXIT state to free up resources for other workload, and logs a message in the **mbatchd** log file.

Jobs with a **runlimit** specified may hang for the following reasons:

- Host status is unreach: **sbatchd** on the execution host (or first execution host for parallel jobs) is down.

  Jobs running on an execution host when **sbatchd** goes down go into the UNKNOWN state. These UNKNOWN jobs continue to occupy shared resources, making the shared resources unavailable for other jobs.
- Host status is unavail: **sbatchd** and LIM on the execution host (or first execution host for parallel jobs) are down (that is, the host status is unavail). Jobs running on an execution host when **sbatchd** and LIM go down go into the UNKNOWN state.
- Reasons specific to the operating system on the execution host.

  Jobs that cannot be killed due to an issue with the operating system remain in the RUN state even after the run limit has expired.

To enable hung job management, set the **REMOVE_HUNG_JOBS_FOR** parameter in lsb.params. When **REMOVE_HUNG_JOBS_FOR** is set, LSF automatically removes hung jobs and frees host resources for other workload. An optional timeout can also be specified for hung job removal. Hung jobs are removed under the following conditions:

- **HOST_UNAVAIL**: Hung jobs are automatically removed if the first execution host is unavailable and a timeout is reached as specified by **wait_time** in the parameter configuration. The default value of **wait_time** is 10 minutes.

  Hung jobs of any status will be a candidate for removal by LSF when the timeout is reached.
- **runlimit**: Remove the hung job after the job's run limit was reached. You can use the **wait_time** option to specify a timeout for removal after reaching the **runlimit**. The default value of **wait_time** is 10 minutes. For example, if **REMOVE_HUNG_JOBS_FOR** is defined with **runlimit, wait_time=5** and **JOB_TERMINATE_INTERVAL** is not set, the job is removed by **mbatchd** 5 minutes after the job **runlimit** is reached.

  Hung jobs in RUN status are considered for removal if the **runlimit** + **wait_time** have expired.

  For backwards compatibility with earlier versions of LSF, **REMOVE_HUNG_JOBS_FOR = runlimit** is handled as previously: The grace period is 10 mins + MAX(6 seconds, **JOB_TERMINATE_INTERVAL**) where **JOB_TERMINATE_INTERVAL** is specified in lsb.params. The grace period only begins once a job's run limit has been reached.
- **ALL**: Specifies hung job removal for all conditions (both **runlimit** and **host_unavail**). The hung job is removed when the first condition is satisfied. For example, if a job has a run limit, but it becomes hung because a host is unavailable before the run limit is reached, jobs (running, suspended, etc.) will be removed after 10 minutes after the host is unavailable. Job is placed in EXIT status by **mbatchd**.

The output for hung job removal can be shown with the **bhist** command. For example:

```
Job <5293>, User <user1>, Project <default>, Job Group </default/user1>,
                          Command <sleep 1000>
Tue May 21 00:59:43 2013: Submitted from host <hostA>, to Queue <normal>, CWD
                          <$HOME>, Specified Hosts <abc210>;
Tue May 21 00:59:44 2013: Dispatched to <abc210>, Effective RES_REQ <select
                          [type == any] order[r15s:pg] >;
Tue May 21 00:59:44 2013: Starting (Pid 27216);
Tue May 21 00:59:49 2013: Running with execution home </home/user1>, Execution
                          CWD </home/user1>, Execution Pid <27216>;
Tue May 21 01:05:59 2013: Unknown; unable to reach the execution host;
Tue May 21 01:10:59 2013: Exited; job has been forced to exit with exit code 2.
                          The CPU time used is unknown;
Tue May 21 01:10:59 2013: Completed <exit>; TERM_REMOVE_HUNG_JOB: job removed from the
LSF system

Summary of time in seconds spent in various states by Tue May 21 13:23:06 2013
  PEND     PSUSP    RUN      USUSP    SSUSP    UNKWN    TOTAL
  44147    0        375      0        0        81       44603
```

Where exit code 1 is for jobs removed by the **runlimit** condition and exit code 2 is for those removed by the **host_unavail** condition.

When defining **REMOVE_HUNG_JOBS_FOR**, note the following:

- **mbatchd restart** and **badmin reconfig** will reset the timeout value for jobs with a **HOST_UNAVAIL** condition.
- Rerunnable jobs are not removed from LSF since they can be dispatched to other hosts.
- The job exit rate for a hung job is considered in the exit rate calculation when the exit rate type is JOBEXIT.
- **mbatchd** removes entire running chunk jobs and waiting chunk jobs if a **HOST_UNAVAIL** condition is satisfied. If a **runlimit** condition is satisfied, only RUNNING or UNKNOWN members of chunk jobs will be removed.
- In MultiCluster mode, an unavailable host condition (**HOST_UNAVAIL**) works for local hosts and jobs. The forwarded job is handled by the execution cluster depending on how **REMOVE_HUNG_JOBS_FOR** is configured in the execution cluster.
- When the LSF Advanced Edition LSF/XL feature is defined, if the remote host is unavailable, **mbatchd** removes the job based on the timeout value specified in the execution cluster.
- If both **HOST_UNAVAIL** and **runlimit** are defined (or **ALL**), the job is removed for whichever condition is satisfied first.

  .

Terminate Orphan Jobs

When one job depends on the result of another job and the dependency condition is never satisfied, the dependent job never runs and remains in the system as an *orphan job*. LSF can automatically terminate jobs that are orphaned when a job they depend on fails. Orphan job termination is a fully supported solution for LSF 9.1.2. Download the solution named lsf-9.1.2-build229753 from the IBM Support Portal (http://www.ibm.com/eserver/support/fixes/).

About orphan job termination

Often, complex workflows are required with job dependencies for proper job sequencing as well as job failure handling. For a given job, called the parent job, there can be child jobs which depend on its state before they can start. If one or more conditions are not satisfied, a child job remains pending. However, if the parent job is in a state such that the event on which the child depends will never

occur, the child becomes an orphan job. For example, if a child job has a DONE dependency on the parent job but the parent ends abnormally, the child will never run as a result of the parent's completion and becomes an orphan job.

In some cases there may be a large number of jobs submitted but many will never run because they require dependency conditions that were never satisfied. Similarly, you may submit job A to do some pre-calculation, and job B may consist of hundreds of analysis jobs that depend on job A generating inputs. If job A fails, hundreds of jobs wait for a condition that will never be true. As such, they become orphan jobs and remain pending in the LSF system.

Keeping orphan jobs in the system can cause performance degradation. The pending orphan jobs consume unnecessary system resources and add unnecessary loads to the daemons which can impact their ability to do useful work. You could use external scripts for monitoring and terminating orphan jobs, but that would add more work to **mbatchd**.

Enable orphan job termination two ways:

- An LSF administrator enables the feature at the cluster level by defining a cluster-wide termination grace period with the parameter **ORPHAN_JOB_TERM_GRACE_PERIOD** in `lsb.params`. The cluster-wide termination grace period applies to all dependent jobs in the cluster.
- Users can use the **-ti** suboption of jobs with job dependencies specified by **bsub -w** to enforce immediate automatic orphan termination on a per-job basis even if the feature is disabled at the cluster level. Dependent jobs submitted with this option that later become orphans are subject to immediate termination without the grace period even if it is defined.

Define a cluster-wide termination grace period

To avoid prematurely killing dependent jobs that users may still want to keep, LSF terminates a dependent job only after at least a configurable grace period has elapsed. The orphan termination grace period is defined as the minimum amount of time - starting from the point when a child job's dependency has become not valid – that the child job must wait before it is eligible for automatic orphan termination.

mbatchd periodically scans the job list and determines jobs for which the dependencies can never be met. The number of job dependencies to evaluate per session is controlled by the cluster-wide parameter **EVALUATE_JOB_DEPENDENCY**. If an orphan is detected and it meets the grace period criteria, **mbatchd** kills the orphan as part of dependency evaluation processing.

Due to various implementation and run-time factors (such as how busy **mbatchd** is serving other requests), the actual elapsed time prior to automatically killing dependent jobs can be longer than the specified grace period. But LSF ensures the dependent jobs are terminated only after at least the grace period has elapsed.

For multiple dependent jobs in a dependency tree, the grace period is not repeated at each dependency level. This avoids taking an extremely long time to terminate all dependent jobs in a large dependency tree. When a job is killed, its entire sub-tree of orphaned dependents can be killed after the grace period is expired.

The elapsed time for **ORPHAN_JOB_TERM_GRACE_PERIOD** is carried over after a restart, so that the set time for **ORPHAN_JOB_TERM_GRACE_PERIOD** is not restarted when LSF restarts.

For example, to use a cluster-wide termination grace period:

1. Set **ORPHAN_JOB_TERM_GRACE_PERIOD=**90.
2. Run **badmin reconfig** to have the changes take effect.
3. Submit a parent job. For example:

   ```
   bsub -J "JobA" sleep 100
   ```
4. Submit child jobs. For example:

   ```
   bsub -w "done(JobA)" sleep 100
   ```
5. (Optional) Use commands such as **bjobs -l**, **bhist -l** or **bparams -l** to query orphan termination settings. For example:

   ```
   bparams -l
   Grace period for the automatic termination of orphan jobs:
   ORPHAN_JOB_TERM_GRACE_PERIOD = 90 (seconds)
   ```
6. The parent job is killed. Some orphan jobs must wait for the grace period to expire before they can be terminated by LSF.
7. Use commands such as **bjobs -l**, **bhist -l** or **bacct -l** to query orphaned jobs terminated by LSF. For example:

   ```
   bacct –l <dependent job ID/name>:
   Job <job ID>, User <user1>, Project <default>, Status <EXIT>, Queue <normal>,
   Command <sleep 100>
   Thu Jan 23 14:26:27: Submitted from host <hostA>, CWD <$HOME/lsfcluster/conf>;
   Thu Jan 23 14:26:56: Completed <exit>; TERM_ORPHAN_SYSTEM: orphaned job
                                         terminated automatically by LSF.

   Accounting information about this job:
        CPU_T     WAIT     TURNAROUND   STATUS     HOG_FACTOR    MEM    SWAP
         0.00       29             29     exit         0.0000     0M      0M
   ```

   Note that if running **bhist** with versions of LSF prior to 9.1.3, you'll see `Signal <KILL> requested by user or administrator <system>`. This is equivalent to `Signal <KILL> requested by LSF` on LSF 9.1.3 and means the orphan job was terminated automatically by LSF.

Enforce automatic orphan termination on a per-job basis

A **-ti** sub option of **-w** for bsub (i.e., **bsub -w 'dependency_expression' [-ti]**) allows users to indicate that a job is eligible for automatic and immediate termination by the system as soon as the job is found to be an orphan, without waiting for the grace period to expire. The behavior is enforced even if automatic orphan termination is not enabled at the cluster level. This is useful if a user doesn't want to use the grace period set by the administrator or if the feature is not enabled in the cluster to allow jobs to be terminated automatically by default.

Note that for **bmod**, `-ti` is a command option, not a sub-option, and you do not need to re-specify the original dependency expression from the `-w` option submitted with **bsub**.

This is also useful in the design of experimental scenarios where a job will spawn additional jobs to self propagate through a problem, similar to solving a maze. When a junction is reached, new jobs are spawned to search each possible direction, and keep repeating for each junction. From one initial job you can get a

complex tree structure until one job reaches a solution. At that point all the other jobs are not needed. If you kill the other running jobs, all their dependent jobs are orphaned, and should be terminated.

With the **-ti** option, LSF only terminates a job as soon as **mbatchd** can detect it, evaluate its dependency and determine it to be an orphan. This means you may not see the job terminate immediately.

For example, to enforce automatic orphan job termination on a per-job basis:

1. Submit a parent job. For example:

   ```
   bsub -J "JobA" sleep 100
   ```

2. Submit child jobs with the **-ti** option to ignore the grace period. For example:

   ```
   bsub -w "done(JobA)" -J "JobB" -ti sleep 100
   ```

3. (Optional) Use commands such as **bjobs -l** or **bhist -l** to query orphan termination settings. For example:

   ```
   bhist –l <dependent job ID/name>:
   Job <135>, Job Name <JobB>, User <user1>, Project <default>, Command <sleep 100>
   Thu Jan 23 13:25:35: Submitted from host <hostA>, to Queue <normal>, CWD
                        <$HOME/lsfcluster/conf>, Dependency Condition <done(JobA)>
                        - immediate orphan termination for job <Y>;
   ```

4. The parent job is killed. LSF immediately and automatically kills the orphan jobs submitted with the **-ti** sub-option.

5. Use commands such as **bjobs -l** or **bhist -l** to query orphaned jobs terminated by LSF. For example:

   ```
   bjobs –l <dependent job ID/name>:
   Job <135>, Job Name <JobB>, User <user1>, Project <default>, Status <EXIT>,
   Queueue <normal>, Command <sleep 100>
   Thu Jan 23 13:25:42: Submitted from host <hostA>, CWD <$HOME/lsfcluster/conf/
                        sbatch/lsfcluster/configdir>, Dependency Condition
                        <done(JobA)> - immediate orphan termination for job <Y>;
   Thu Jan 23 13:25:49: Exited
   Thu Jan 23 13:25:49: Completed <exit>; TERM_ORPHAN_SYSTEM:
                        orphaned job terminated automatically by LSF.
   ```

How LSF uses automatic orphan job termination

- LSF takes a best-effort approach to discovering orphaned jobs in a cluster, meaning that there is no guarantee that all jobs whose dependencies can never be satisfied are identified and reported as orphans.
- Orphan jobs terminated automatically by LSF are logged in `lsb.events` and `lsb.acct`. For example, you may see the following in `lsb.events`:

  ```
  JOB_SIGNAL" "9.12" 1390855455 9431 -1 1 "KILL" 0 "system" "" -1 "" -1
  ```

- Similar to **-w**, the **-ti** sub-option is not valid for a forwarded remote job.
- For automatic orphan termination, if the dependency was specified with a job name and there are multiple jobs with the same name, evaluating the status of a child job depends on the **JOB_DEP_LAST_SUB** parameter:
  - If set to 1, a child job's dependency is evaluated based on the most recently submitted parent job with that name. So killing an older parent with that job name does not affect the child and does not cause it to become an orphan.
  - If not set, a child job's dependency is evaluated based on all previous parent jobs with that name. So killing any previous parent with that job name impacts the child job and causes it to become an orphan.
- When manually requeuing a running, user-suspended, or system-suspended parent job, the automatic orphan termination mechanism will not prematurely terminate temporary orphans.

When manually requeuing an exited or done parent job, the job's dependents may have become orphans and terminated automatically. You must requeue the parent job and any terminated orphan jobs to restart the job flow.

If automatic requeue is configured for a parent job which has dependents, when the parent job finishes, the automatic orphan termination feature will not prematurely terminate its temporary orphan jobs while the parent job is requeued.

- When using **bjdepinfo**, note that it does not consider the running state of the dependent job. It is based on the current dependency evaluation. You can get a reason such as `is invalid`, `never satisfied` or `not satisfied` even for a running or finished job.
- If a parent job is checkpointed, its dependents may become orphans. As a result, if automatic orphan termination is enabled, these orphans can be terminated by LSF before the user restarts the parent job.
- Orphan jobs terminated by the system automatically are logged with the exit code **TERM_ORPHAN_SYSTEM** and cleaned from **mbatchd** memory after the time interval specified by **CLEAN_PERIOD**.

Send a signal to a job

LSF uses signals to control jobs to enforce scheduling policies, or in response to user requests. The principal signals LSF uses are SIGSTOP to suspend a job, SIGCONT to resume a job, and SIGKILL to terminate a job.

Occasionally, you may want to override the default actions. For example, instead of suspending a job, you might want to kill or checkpoint it. You can override the default job control actions by defining the JOB_CONTROLS parameter in your queue configuration. Each queue can have its separate job control actions.

You can also send a signal directly to a job. You cannot send arbitrary signals to a pending job; most signals are only valid for running jobs. However, LSF does allow you to kill, suspend, and resume pending jobs.

You must be the owner of a job or an LSF administrator to send signals to a job.

You use the **bkill -s** command to send a signal to a job. If you issue **bkill** without the **-s** option, a SIGKILL signal is sent to the specified jobs to kill them. Twenty seconds before SIGKILL is sent, SIGTERM and SIGINT are sent to give the job a chance to catch the signals and clean up.

On Windows, job control messages replace the SIGINT and SIGTERM signals, but only customized applications are able to process them. Termination is implemented by the TerminateProcess() system call.

Signals on different platforms

LSF translates signal numbers across different platforms because different host types may have different signal numbering. The real meaning of a specific signal is interpreted by the machine from which the **bkill** command is issued.

For example, if you send signal 18 from a SunOS 4.x host, it means SIGTSTP. If the job is running on HP-UX and SIGTSTP is defined as signal number 25, LSF sends signal 25 to the job.

Send a signal to a job

On most versions of UNIX, signal names and numbers are listed in the **kill**(**1**) or **signal(2)** man pages. On Windows, only customized applications are able to process job control messages that are specified with the **-s** option.

Run **bkill -s** *signal job_id*, where *signal* is either the signal name or the signal number:

```
bkill -s TSTP 3421
Job <3421> is being signaled
```

The preceding example sends the TSTP signal to job 3421.

Job groups

A collection of jobs can be organized into job groups for easy management. A job group is a container for jobs in much the same way that a directory in a file system is a container for files. For example, a payroll application may have one group of jobs that calculates weekly payments, another job group for calculating monthly salaries, and a third job group that handles the salaries of part-time or contract employees. Users can submit, view, and control jobs according to their groups rather than looking at individual jobs.

How job groups are created

Job groups can be created *explicitly* or *implicitly*:

- A job group is created *explicitly* with the **bgadd** command.
- A job group is created *implicitly* by the **bsub -g** or **bmod -g** command when the specified group does not exist. Job groups are also created implicitly when a default job group is configured (DEFAULT_JOBGROUP in `lsb.params` or LSB_DEFAULT_JOBGROUP environment variable).

Job groups that are created when jobs are attached to an SLA service class at submission are implicit job groups (`bsub -sla` *service_class_name* `-g` *job_group_name*). Job groups that are attached to an SLA service class with **bgadd** are explicit job groups (`bgadd -sla` *service_class_name job_group_name*).

The GRP_ADD event in `lsb.events` indicates how the job group was created:

- 0x01 - job group was created explicitly
- 0x02 - job group was created implicitly

For example:

```
GRP_ADD" "7.02" 1193032735 1285 1193032735 0 "/Z" "" "user1" "" "" 2 0 "" -1 1
```

Means job group `/Z` is an explicitly created job group.

Child groups can be created explicitly or implicitly under any job group. Only an implicitly created job group which has no job group limit (**bgadd -L**) and is not attached to any SLA can be automatically deleted once it becomes empty. An empty job group is a job group that has no jobs that are associated with it (including finished jobs). NJOBS displayed by **bjgroup** is 0.

Job group hierarchy

Jobs in job groups are organized into a hierarchical tree similar to the directory structure of a file system. Like a file system, the tree contains groups (which are

like directories) and jobs (which are like files). Each group can contain other groups or individual jobs. Job groups are created independently of jobs, and can have dependency conditions which control when jobs within the group are considered for scheduling.

Job group path

The *job group path* is the name and location of a job group within the job group hierarchy. Multiple levels of job groups can be defined to form a hierarchical tree. A job group can contain jobs and sub-groups.

Root job group

LSF maintains a single tree under which all jobs in the system are organized. The top-most level of the tree is represented by a top-level "root" job group, named "/". The root group is owned by the primary LSF Administrator and cannot be removed. Users and administrators create new groups under the root group. By default, if you do not specify a job group path name when submitting a job, the job is created under the top-level "root" job group, named "/".

The root job group is not displayed by job group query commands, and you cannot specify the root job in commands.

Job group owner

Each group is owned by the user who created it. The login name of the user who creates the job group is the job group owner. Users can add job groups into a group that are owned by other users, and they can submit jobs to groups owned by other users. Child job groups are owned by the creator of the job group and the creators of any parent groups.

Job control under job groups

Job owners can control their own jobs that are attached to job groups as usual. Job group owners can also control any job under the groups they own and below.

For example:

- Job group `/A` is created by `user1`
- Job group `/A/B` is created by `user2`
- Job group `/A/B/C` is created by `user3`

All users can submit jobs to any job group, and control the jobs they own in all job groups. For jobs submitted by other users:

- `user1` can control jobs that are submitted by other users in all three job groups: `/A`, `/A/B`, and `/A/B/C`
- `user2` can control jobs that are submitted by other users only in two job groups: `/A/B` and `/A/B/C`
- `user3` can control jobs that are submitted by other users only in job group `/A/B/C`

The LSF administrator can control jobs in any job group.

Default job group

You can specify a default job group for jobs submitted without explicitly specifying a job group. LSF associates the job with the job group specified with DEFAULT_JOBGROUP in `lsb.params`. The LSB_DEFAULT_JOBGROUP environment variable overrides the setting of DEFAULT_JOBGROUP. The **bsub -g** *job_group_name* option overrides both LSB_DEFAULT_JOBGROUP and DEFAULT_JOBGROUP.

Default job group specification supports macro substitution for project name (%p) and user name (%u). When you specify **bsub -P** *project_name*, the value of %p is the specified project name. If you do not specify a project name at job submission, %p is the project name defined by setting the environment variable LSB_DEFAULTPROJECT, or the project name specified by DEFAULT_PROJECT in `lsb.params`. the default project name is default.

For example, a default job group name specified by `DEFAULT_JOBGROUP=/canada/%p/%u` is expanded to the value for the LSF project name and the user name of the job submission user (for example, `/canada/projects/user1`).

Job group names must follow this format:

- Job group names must start with a slash character (/). For example, `DEFAULT_JOBGROUP=/A/B/C` is correct, but `DEFAULT_JOBGROUP=A/B/C` is not correct.
- Job group names cannot end with a slash character (/). For example, `DEFAULT_JOBGROUP=/A/` is not correct.
- Job group names cannot contain more than one slash character (/) in a row. For example, job group names like `DEFAULT_JOBGROUP=/A//B` or `DEFAULT_JOBGROUP=A////B` are not correct.
- Job group names cannot contain spaces. For example, `DEFAULT_JOBGROUP=/A/B C/D` is not correct.
- Project names and user names used for macro substitution with %p and %u cannot start or end with slash character (/).
- Project names and user names used for macro substitution with %p and %u cannot contain spaces or more than one slash character (/) in a row.
- Project names or user names containing slash character (/) will create separate job groups. For example, if the project name is `canada/projects`, `DEFAULT_JOBGROUP=/%p` results in a job group hierarchy `/canada/projects`.

Job group limits

Job group limits specified with **bgadd -L** apply to the job group hierarchy. The job group limit is a positive number greater than or equal to zero, specifying the maximum number of running and suspended jobs under the job group (including child groups). If limit is zero, no jobs under the job group can run. By default, a job group has no limit. Limits persist across **mbatchd** restart and reconfiguration.

You cannot specify a limit for the root job group. The root job group has no job limit. Job groups added with no limits specified inherit any limits of existing parent job groups. The **-L** option only limits the lowest level job group created. The maximum number of running and suspended jobs (including USUSP and SSUSP) in a job group cannot exceed the limit defined on the job group and its parent job group.

The job group limit is based on the number of running and suspended jobs in the job group. If you specify a job group limit as 2, at most 2 jobs can run under the

group at any time, regardless of how many jobs or job slots are used. If the currently available job slots is zero, even if the job group job limit is not exceeded, LSF cannot dispatch a job to the job group.

If a parallel job requests 2 CPUs (**bsub -n 2**), the job group limit is per job, not per slots used by the job.

A job array may also be under a job group, so job arrays also support job group limits.

Job group limits are not supported at job submission for job groups that are created automatically with **bsub -g**. Use **bgadd -L** before job submission.

Jobs forwarded to the execution cluster in a MultiCluster environment are not counted towards the job group limit.

Examples

```
bgadd -L 6 /canada/projects/test
```

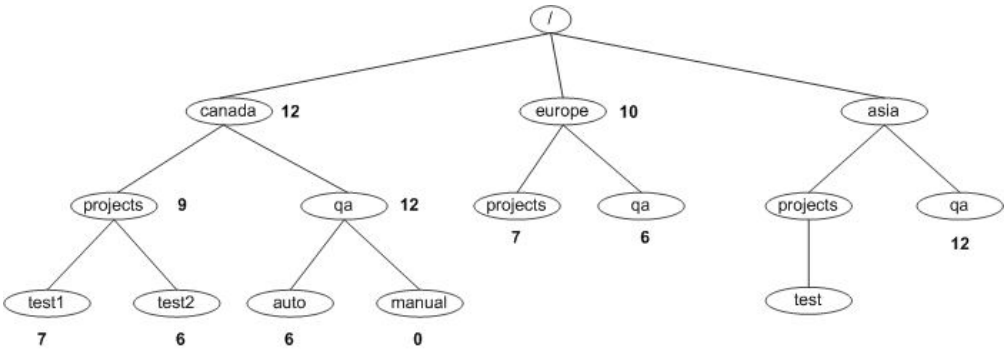
If `/canada` is existing job group, and `/canada/projects` and `/canada/projects/test` are new groups, only the job group `/canada/projects/test` is limited to 6 running and suspended jobs. Job group `/canada/projects` will have whatever limit is specified for its parent job group `/canada`. The limit of `/canada` does not change.

The limits on child job groups cannot exceed the parent job group limit. For example, if `/canada/projects` has a limit of 5:

```
bgadd -L 6 /canada/projects/test
```

is rejected because `/canada/projects/test` attempts to increase the limit of its parent `/canada/projects` from 5 to 6.

Example job group hierarchy with limits



In this configuration:

- Every node is a job group, including the root (/) job group
- The root (/) job group cannot have any limit definition
- By default, child groups have the same limit definition as their direct parent group, so `/asia`, `/asia/projects`, and `/asia/projects/test` all have no limit
- The number of running and suspended jobs in a job group (including all of its child groups) cannot exceed the defined limit

- If there are 7 running or suspended jobs in job group /canada/projects/test1, even though the job limit of group /canada/qa/auto is 6, /canada/qa/auto can only have a maximum of 5 running and suspended (12-7=5)
- When a job is submitted to a job group, LSF checks the limits for the entire job group. For example, for a job is submitted to job group /canada/qa/auto, LSF checks the limits on groups /canada/qa/auto, /canada/qa and /canada. If any one limit in the branch of the hierarchy is exceeded, the job remains pending
- The zero job limit for job group /canada/qa/manual means that no job in the job group can enter running status

Create a job group

Use the **bgadd** command to create a new job group.
You must provide full group path name for the new job group. The last component of the path is the name of the new group to be created:

```
bgadd /risk_group
```

The preceding example creates a job group named risk_group under the root group /.

```
bgadd /risk_group/portfolio1
```

The preceding example creates a job group named portfolio1 under job group /risk_group.

```
bgadd /risk_group/portfolio1/current
```

The preceding example creates a job group named current under job group /risk_group/portfolio1.
If the group hierarchy /risk_group/portfolio1/current does not exist, LSF checks its parent recursively, and if no groups in the hierarchy exist, all three job groups are created with the specified hierarchy.

Add a job group limit (bgadd):
Run **bgadd -L** *limit /job_group_name* to specify a job limit for a job group.
Where *limit* is a positive number greater than or equal to zero, specifying the maximum the number of running and suspended jobs under the job group (including child groups) If limit is zero, no jobs under the job group can run.
For example:

```
bgadd -L 6 /canada/projects/test
```

If /canada is existing job group, and /canada/projects and /canada/projects/test are new groups, only the job group /canada/projects/test is limited to 6 running and suspended jobs. Job group /canada/projects will have whatever limit is specified for its parent job group /canada. The limit of /canada does not change.

Submit jobs under a job group

Use the **-g** option of **bsub** to submit a job into a job group.
The job group does not have to exist before submitting the job.

```
bsub -g /risk_group/portfolio1/current myjob
Job <105> is submitted to default queue.
```

Submits myjob to the job group /risk_group/portfolio1/current.
If group /risk_group/portfolio1/current exists, job 105 is attached to the job group.
If group /risk_group/portfolio1/current does not exist, LSF checks its parent recursively, and if no groups in the hierarchy exist, all three job groups are created with the specified hierarchy and the job is attached to group.

-g and -sla options

Tip:

Use `-sla` with `-g` to attach all jobs in a job group to a service class and have them scheduled as SLA jobs. Multiple job groups can be created under the same SLA. You can submit more jobs to the job group without specifying the service class name again.

MultiCluster

In a MultiCluster job forwarding mode, job groups only apply on the submission cluster, not on the execution cluster. LSF treats the execution cluster as execution engine, and only enforces job group policies at the submission cluster.

Jobs forwarded to the execution cluster in a MultiCluster environment are not counted towards job group limits.

View information about job groups (bjgroup)

1. Use the **bjgroup** command to see information about jobs in job groups.

```
bjgroup
GROUP_NAME          NJOBS   PEND    RUN    SSUSP  USUSP  FINISH  SLA   JLIMIT  OWNER
/A                  0       0       0      0      0      0        ()    0/10  user1
/X                  0       0       0      0      0      0        ()     0/-  user2
/A/B                0       0       0      0      0      0        ()     0/5  user1
/X/Y                0       0       0      0      0      0        ()     0/5  user2
```

2. Use **bjgroup -s** to sort job groups by group hierarchy.

   For example, for job groups named /A, /A/B, /X and /X/Y, **bjgroup -s** displays:

```
bjgroup -s
GROUP_NAME          NJOBS   PEND    RUN    SSUSP  USUSP  FINISH  SLA   JLIMIT  OWNER
/A                  0       0       0      0      0      0       ()       0/10  user1
/A/B                0       0       0      0      0      0       ()       0/5  user1
/X                  0       0       0      0      0      0       ()       0/-  user2
/X/Y                0       0       0      0      0      0       ()       0/5  user2
```

3. Specify a job group name to show the hierarchy of a single job group:

```
bjgroup -s /X
GROUP_NAME   NJOBS  PEND   RUN   SSUSP  USUSP  FINISH       SLA   JLIMIT  OWNER
/X             25     0    25       0      0       0   puccini  25/100   user1
/X/Y           20     0    20       0      0       0   puccini   20/30   user1
/X/Z            5     0     5       0      0       0   puccini    5/10   user2
```

4. Specify a job group name with a trailing slash character (/) to show only the root job group:

```
bjgroup -s /X/
GROUP_NAME   NJOBS  PEND   RUN   SSUSP  USUSP  FINISH      SLA   JLIMIT  OWNER
/X              25    0    25       0      0       0   puccini  25/100  user1
```

5. Use **bjgroup -N** to display job group information by job slots instead of number of jobs. NSLOTS, PEND, RUN, SSUSP, USUSP, RSV are all counted in slots rather than number of jobs:

```
bjgroup -N
GROUP_NAME NSLOTS PEND   RUN   SSUSP  USUSP   RSV      SLA     OWNER
/X             25    0    25       0      0     0  puccini     user1
/A/B           20    0    20       0      0     0   wagner     batch
```

   `-N` by itself shows job slot info for all job groups, and can combine with `-s` to sort the job groups by hierarchy:

```
bjgroup -N -s
GROUP_NAME NSLOTS PEND   RUN   SSUSP   USUSP  RSV      SLA     OWNER
/A             0    0     0       0       0    0   wagner      batch
/A/B           0    0     0       0       0    0   wagner      user1
/X            25    0    25       0       0    0   puccini     user1
/X/Y          20    0    20       0       0    0   puccini     batch
/X/Z           5     0    5       0       0    0   puccini     batch
```

View jobs for a specific job group (bjobs)

Run **bjobs -g** and specify a job group path to view jobs that are attached to the specified group.

```
bjobs -g /risk_group
JOBID   USER    STAT  QUEUE      FROM_HOST   EXEC_HOST   JOB_NAME   SUBMIT_TIME
113     user1   PEND  normal     hostA                   myjob      Jun 17 16:15
111     user2   RUN   normal     hostA       hostA       myjob      Jun 14 15:13
110     user1   RUN   normal     hostB       hostA       myjob      Jun 12 05:03
104     user3   RUN   normal     hostA       hostC       myjob      Jun 11 13:18
```

bjobs -l displays the full path to the group to which a job is attached:

```
bjobs -l -g /risk_group
Job <101>, User <user1>, Project <default>, Job Group </risk_group>, Status <RUN>,
Queue <normal>, Command <myjob>
Tue Jun 17 16:21:49 2009: Submitted from host <hostA>, CWD </home/user1;
Tue Jun 17 16:22:01 2009: Started on <hostA>;
...
```

Control jobs in job groups

Suspend and resume jobs in job groups, move jobs to different job groups, terminate jobs in job groups, and delete job groups.

Suspend jobs (bstop):

1. Use the **-g** option of **bstop** and specify a job group path to suspend jobs in a job group

   ```
   bstop -g /risk_group 106
   Job <106> is being stopped
   ```

2. Use job ID 0 (zero) to suspend all jobs in a job group:

   ```
   bstop -g /risk_group/consolidate 0
   Job <107> is being stopped
   Job <108> is being stopped
   Job <109> is being stopped
   ```

Resume suspended jobs (bresume):

1. Use the **-g** option of **bresume** and specify a job group path to resume suspended jobs in a job group:

   ```
   bresume -g /risk_group 106
   Job <106> is being resumed
   ```

2. Use job ID 0 (zero) to resume all jobs in a job group:

   ```
   bresume -g /risk_group 0
   Job <109> is being resumed
   Job <110> is being resumed
   Job <112> is being resumed
   ```

Move jobs to a different job group (bmod):

Use the **-g** option of **bmod** and specify a job group path to move a job or a job array from one job group to another.

```
bmod -g /risk_group/portfolio2/monthly 105
```

Moves job 105 to job group `/risk_group/portfolio2/monthly`.

Like **bsub -g**, if the job group does not exist, LSF creates it.

bmod -g cannot be combined with other **bmod** options. It can only operate on pending jobs. It cannot operate on running or finished jobs.

If you define **LSB_MOD_ALL_JOBS=Y** in `lsf.conf`, **bmod -g** can also operate on running jobs.

You can modify your own job groups and job groups that other users create under your job groups. The LSF administrator can modify job groups of all users.

You cannot move job array elements from one job group to another, only entire job arrays. If any job array elements in a job array are running, you cannot move the job array to another group. A job array can only belong to one job group at a time. You cannot modify the job group of a job that is attached to a service class.

bhist -l shows job group modification information:

```
bhist -l 105
Job <105>, User <user1>, Project <default>, Job Group </risk_group>, Command <myjob>

Wed May 14 15:24:07 2009: Submitted from host <hostA>, to Queue <normal>, CWD <$HOME/lsf51/5.1/sparc-sol7-64/bin>;
Wed May 14 15:24:10 2009: Parameters of Job are changed:
                          Job group changes to: /risk_group/portfolio2/monthly;
Wed May 14 15:24:17 2009: Dispatched to <hostA>;
Wed May 14 15:24:172009: Starting (Pid 8602);
...
```

Terminate jobs (bkill):

1. Use the **-g** option of **bkill** and specify a job group path to terminate jobs in a job group.

   ```
   bkill -g /risk_group 106
   Job <106> is being terminated
   ```

2. Use job ID 0 (zero) to terminate all jobs in a job group:

   ```
   bkill -g /risk_group 0
   Job <1413> is being terminated
   Job <1414> is being terminated
   Job <1415> is being terminated
   Job <1416> is being terminated
   ```

   bkill only kills jobs in the job group you specify. It does not kill jobs in lower-level job groups in the path. For example, jobs are attached to job groups /risk_group and /risk_group/consolidate:

   ```
   bsub -g /risk_group  myjob
   Job <115> is submitted to default queue <normal>.
   bsub -g /risk_group/consolidate myjob2
   Job <116> is submitted to default queue <normal>.
   ```

   The following **bkill** command only kills jobs in /risk_group, not the subgroup /risk_group/consolidate:

   ```
   bkill -g /risk_group 0
   Job <115> is being terminated
   ```

   To kill jobs in /risk_group/consolidate, specify the path to the consolidate job group explicitly:

   ```
   bkill -g /risk_group/consolidate 0
   Job <116> is being terminated
   ```

Delete a job group manually (bgdel):

1. Use the **bgdel** command to manually remove a job group. The job group cannot contain any jobs.

   ```
   bgdel /risk_group
   Job group /risk_group is deleted.
   ```

   Deletes the job group /risk_group and all its subgroups.

   Normal users can only delete the empty groups that they own that are specified by the requested *job_group_name*. These groups can be explicit or implicit.

2. Run **bgdel 0** to delete all empty job groups you own. Theses groups can be explicit or implicit.
3. LSF administrators can use **bgdel -u** *user_name* 0 to delete all empty job groups that are created by specific users. These groups can be explicit or implicit.

Run **bgdel -u all 0** to delete all the users' empty job groups and their sub groups. LSF administrators can delete empty job groups that are created by any user. These groups can be explicit or implicit.

4. Run **bgdel -c** *job_group_name* to delete all empty groups below the requested *job_group_name* including *job_group_name* itself.

Modify a job group limit (bgmod):
Run **bgmod** to change a job group limit.

bgmod [-L *limit* | -Ln] */job_group_name*

-L *limit* changes the limit of *job_group_name* to the specified value. If the job group has parent job groups, the new limit cannot exceed the limits of any higher level job groups. Similarly, if the job group has child job groups, the new value must be greater than any limits on the lower-level job groups.
-Ln removes the existing job limit for the job group. If the job group has parent job groups, the job modified group automatically inherits any limits from its direct parent job group.
You must provide full group path name for the modified job group. The last component of the path is the name of the job group to be modified.
Only root, LSF administrators, or the job group creator, or the creator of the parent job groups can use bgmod to modify a job group limit.
The following command only modifies the limit of group /canada/projects/test1. It does not modify limits of /canada or/canada/projects.

```
bgmod -L 6 /canada/projects/test1
```

To modify limits of /canada or/canada/projects, you must specify the exact group name:

```
bgmod -L 6 /canada
```

or

```
bgmod -L 6 /canada/projects
```

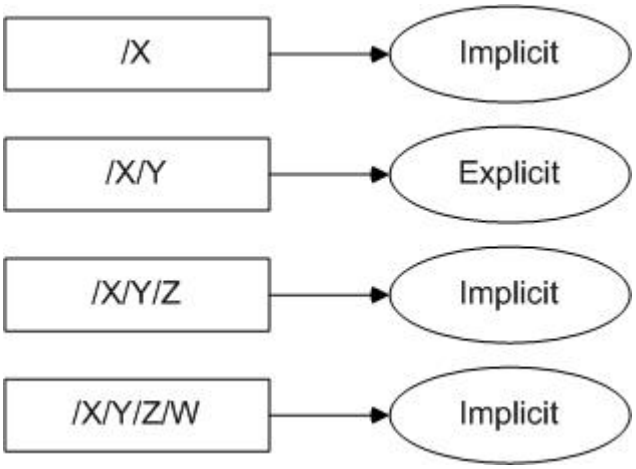
Automatic job group cleanup

When an implicitly created job group becomes empty, it can be automatically deleted by LSF. Job groups that can be automatically deleted cannot:

- Have limits that are specified including their child groups
- Have explicitly created child job groups
- Be attached to any SLA

Configure JOB_GROUP_CLEAN=Y in lsb.params to enable automatic job group deletion.

For example, for the following job groups:



When automatic job group deletion is enabled, LSF only deletes job groups `/X/Y/Z/W` and `/X/Y/Z`. Job group `/X/Y` is not deleted because it is an explicitly created job group, Job group `/X` is also not deleted because it has an explicitly created child job group `/X/Y`.

Automatic job group deletion does not delete job groups that are attached to SLA service classes. Use **bgdel** to manually delete job groups that are attached to SLAs.

Handle job exceptions

You can configure hosts and queues so that LSF detects exceptional conditions while jobs are running, and take appropriate action automatically. You can customize what exceptions are detected and their corresponding actions. By default, LSF does not detect any exceptions.

Run **bjobs -d -m** *host_name* to see exited jobs for a particular host.

Job exceptions LSF can detect

If you configure job exception handling in your queues, LSF detects the following job exceptions:

- Job underrun - jobs end too soon (run time is less than expected). Underrun jobs are detected when a job exits abnormally
- Job overrun - job runs too long (run time is longer than expected). By default, LSF checks for overrun jobs every 1 minute. Use EADMIN_TRIGGER_DURATION in `lsb.params` to change how frequently LSF checks for job overrun.
- Job estimated run time exceeded—⌂the job's actual run time has exceeded the estimated run time.
- Idle job - running job consumes less CPU time than expected (in terms of CPU time/runtime). By default, LSF checks for idle jobs every 1 minute. Use EADMIN_TRIGGER_DURATION in `lsb.params` to change how frequently LSF checks for idle jobs.

Host exceptions LSF can detect

If you configure host exception handling, LSF can detect jobs that exit repeatedly on a host. The host can still be available to accept jobs, but some other problem prevents the jobs from running. Typically jobs dispatched to such "black hole", or

"job-eating" hosts exit abnormally. By default, LSF monitors the job exit rate for hosts, and closes the host if the rate exceeds a threshold you configure (EXIT_RATE in `lsb.hosts`).

If EXIT_RATE is not specified for the host, LSF invokes **eadmin** if the job exit rate for a host remains above the configured threshold for longer than 5 minutes. Use JOB_EXIT_RATE_DURATION in `lsb.params` to change how frequently LSF checks the job exit rate.

Use GLOBAL_EXIT_RATE in `lsb.params` to set a cluster-wide threshold in minutes for exited jobs. If EXIT_RATE is not specified for the host in `lsb.hosts`, GLOBAL_EXIT_RATE defines a default exit rate for all hosts in the cluster. Host-level EXIT_RATE overrides the GLOBAL_EXIT_RATE value.

Customize job exception actions with the eadmin script

When an exception is detected, LSF takes appropriate action by running the script `LSF_SERVERDIR/eadmin` on the master host.

You can customize **eadmin** to suit the requirements of your site. For example, **eadmin** could find out the owner of the problem jobs and use **bstop -u** to stop all jobs that belong to the user.

In some environments, a job running 1 hour would be an overrun job, while this may be a normal job in other environments. If your configuration considers jobs running longer than 1 hour to be overrun jobs, you may want to close the queue when LSF detects a job that has run longer than 1 hour and invokes **eadmin**.

Email job exception details

Set LSF to send you an email about job exceptions that includes details including JOB_ID, RUN_TIME, IDLE_FACTOR (if job has been idle), USER, QUEUE, EXEC_HOST, and JOB_NAME.

1. In `lsb.params`, set **EXTEND_JOB_EXCEPTION_NOTIFY=Y**.
2. Set the format option in the **eadmin** script (`LSF_SERVERDIR/eadmin` on the master host).
   a. Uncomment the **JOB_EXCEPTION_EMAIL_FORMAT** line and add a value for the format:
   - **JOB_EXCEPTION_EMAIL_FORMAT=fixed**: The eadmin shell generates an exception email with a fixed length for the job exception information. For any given field, the characters truncate when the maximum is reached (between 10-19).
   - **JOB_EXCEPTION_EMAIL_FORMAT=full**: The eadmin shell generates an exception email without a fixed length for the job exception information.

Default eadmin actions

For host-level exceptions, LSF closes the host and sends email to the LSF administrator. The email contains the host name, job exit rate for the host, and other host information. The message `eadmin: JOB EXIT THRESHOLD EXCEEDED` is attached to the closed host event in `lsb.events`, and displayed by **badmin hist** and **badmin hhist**.

For job exceptions. LSF sends email to the LSF administrator. The email contains the job ID, exception type (overrun, underrun, idle job), and other job information.

An email is sent for all detected job exceptions according to the frequency configured by EADMIN_TRIGGER_DURATION in `lsb.params`. For example, if

EADMIN_TRIGGER_DURATION is set to 5 minutes, and 1 overrun job and 2 idle jobs are detected, after 5 minutes, **eadmin** is invoked and only one email is sent. If another overrun job is detected in the next 5 minutes, another email is sent.

Handle job initialization failures

By default, LSF handles job exceptions for jobs that exit after they have started running. You can also configure LSF to handle jobs that exit during initialization because of an execution environment problem, or because of a user action or LSF policy.

LSF detects that the jobs are exiting before they actually start running, and takes appropriate action when the job exit rate exceeds the threshold for specific hosts (EXIT_RATE in `lsb.hosts`) or for all hosts (GLOBAL_EXIT_RATE in `lsb.params`).

Use EXIT_RATE_TYPE in `lsb.params` to include job initialization failures in the exit rate calculation. The following table summarizes the exit rate types that you can configure:

Table 2. Exit rate types you can configure

Exit rate type ...	Includes ...
JOBEXIT	Local exited jobs Remote job initialization failures Parallel job initialization failures on hosts other than the first execution host Jobs exited by user action (e.g., bkill, bstop, etc.) or LSF policy (e.g., load threshold exceeded, job control action, advance reservation expired, etc.)
JOBEXIT_NONLSF This is the default when EXIT_RATE_TYPE is not set	Local exited jobs Remote job initialization failures Parallel job initialization failures on hosts other than the first execution host
JOBINIT	Local job initialization failures Parallel job initialization failures on the first execution host
HPCINIT	Job initialization failures for HPC jobs

Job exits excluded from exit rate calculation

By default, jobs that are exited for non-host related reasons (user actions and LSF policies) are not counted in the exit rate calculation. Only jobs that are exited for what LSF considers host-related problems and are used to calculate a host exit rate.

The following cases are *not included* in the exit rate calculations:

- **bkill**, **bkill -r**
- **brequeue**
- RERUNNABLE jobs killed when a host is unavailable
- Resource usage limit exceeded (for example, PROCESSLIMIT, CPULIMIT, etc.)
- Queue-level job control action TERMINATE and TERMINATE_WHEN

- Checkpointing a job with the kill option (**bchkpnt -k**)
- Rerunnable job migration
- Job killed when an advance reservation has expired
- Remote lease job start fails
- Any jobs with an exit code found in SUCCESS_EXIT_VALUES, where a particular exit value is deemed as successful.

Exclude LSF and user-related job exits

To explicitly *exclude* jobs exited because of user actions or LSF-related policies from the job exit calculation, set EXIT_RATE_TYPE = JOBEXIT_NONLSF in `lsb.params`. JOBEXIT_NONLSF tells LSF to include all job exits *except* those that are related to user action or LSF policy. This is the default value for EXIT_RATE_TYPE .

To *include* all job exit cases in the exit rate count, you must set EXIT_RATE_TYPE = JOBEXIT in `lsb.params`. JOBEXIT considers all job exits.

Jobs killed by signal external to LSF will still be counted towards exit rate

Jobs killed because of job control SUSPEND action and RESUME action are still counted towards the exit rate. This because LSF cannot distinguish between jobs killed from SUSPEND action and jobs killed by external signals.

If both JOBEXIT and JOBEXIT_NONLSF are defined, JOBEXIT_NONLSF is used.

Local jobs

When EXIT_RATE_TYPE=JOBINIT, various job initialization failures are included in the exit rate calculation, including:

- Host-related failures; for example, incorrect user account, user permissions, incorrect directories for checkpointable jobs, host name resolution failed, or other execution environment problems
- Job-related failures; for example, pre-execution or setup problem, job file not created, etc.

Parallel jobs

By default, or when EXIT_RATE_TYPE=JOBEXIT_NONLSF, job initialization failure on the first execution host does not count in the job exit rate calculation. Job initialization failure for hosts other than the first execution host are counted in the exit rate calculation.

When EXIT_RATE_TYPE=JOBINIT, job initialization failure happens on the first execution host are counted in the job exit rate calculation. Job initialization failures for hosts other than the first execution host are *not* counted in the exit rate calculation.

Tip:

For parallel job exit exceptions to be counted for *all* hosts, specify EXIT_RATE_TYPE=HPCINIT or EXIT_RATE_TYPE=JOBEXIT_NONLSF JOBINIT.

Remote jobs

By default, or when EXIT_RATE_TYPE=JOBEXIT_NONLSF, job initialization failures are counted as exited jobs on the remote execution host and are included in the exit rate calculation for that host. To include only *local* job initialization failures on the execution cluster from the exit rate calculation, set EXIT_RATE_TYPE to include only JOBINIT or HPCINIT.

Scale and tune job exit rate by number of slots

On large, multiprocessor hosts, use to ENABLE_EXIT_RATE_PER_SLOT=Y in `lsb.params` to scale the job exit rate so that the host is only closed when the job exit rate is high enough in proportion to the number of processors on the host. This avoids having a relatively low exit rate close a host inappropriately.

Use a float value for GLOBAL_EXIT_RATE in `lsb.params` to tune the exit rate on multislot hosts. The actual calculated exit rate value is never less than 1.

Example: exit rate of 5 on single processor and multiprocessor hosts

On a single-processor host, a job exit rate of 5 is much more severe than on a 20-processor host. If a stream of jobs to a single-processor host is consistently failing, it is reasonable to close the host or take some other action after five failures.

On the other hand, for the same stream of jobs on a 20-processor host, it is possible that 19 of the processors are busy doing other work that is running fine. To close this host after only 5 failures would be wrong because effectively less than 5% of the jobs on that host are actually failing.

Example: float value for GLOBAL_EXIT_RATE on multislot hosts

Using a float value for GLOBAL_EXIT_RATE allows the exit rate to be less than the number of slots on the host. For example, on a host with four slots, GLOBAL_EXIT_RATE=0.25 gives an exit rate of 1. The same value on an eight slot machine would be two, and so on. On a single-slot host, the value is never less than 1.

Set clean period for DONE jobs

You can control the amount of time during which successfully finished jobs are kept in `mbatchd` memory. This is useful if you ran thousands of jobs which finished successfully and you do not want to keep them stored in memory, which results in receiving a huge list of jobs every time you query with **bjobs -a**.

You can use the **CLEAN_PERIOD_DONE** parameter in `lsb.params` to set the amount of time (in seconds) to keep `DONE` and `PDONE` (post job execution processing) jobs in `mbatchd` memory after they have finished.

For example, to clean `DONE` and `PDONE` jobs from memory after one day, set **CLEAN_PERIOD_DONE=** `86400`.

To set the amount of time:

1. Configure **CLEAN_PERIOD_DONE** in `lsb.params`.
2. Run **badmin reconfig** to have the changes take effect.

3. Optional: Run **bparams -a | grep CLEAN_PERIOD_DONE** to verify the parameter setting:

   ```
   bparams -a | grep CLEAN_PERIOD_DONE
   CLEAN_PERIOD_DONE = 604800
   ```

4. Submit your job.
5. You can see the configured time period for which successfully finished jobs are kept in mbatchd memory with the **bparams** command:

   ```
   $ bparams -a
           ...
           SCHEDULER_THREADS = 0
           BJOBS_RES_REQ_DISPLAY = brief
           CLEAN_PERIOD_DONE = 604800

   $ bparams -l
   The amount of time during which successfully finished jobs are kept in memory:
       CLEAN_PERIOD_DONE = 604800
   ```

When changing the value for **CLEAN_PERIOD_DONE**, note the following:

- **CLEAN_PERIOD_DONE** is limited to one week.
- The value for **CLEAN_PERIOD_DONE** must be less than the value for **CLEAN_PERIOD**, or the value is ignored and a warning message appears.
- If **CLEAN_PERIOD_DONE** is defined and historical run time is enabled, then a DONE job's historical run time will be used to calculate dynamic user priority until the job reaches its clean period which is **CLEAN_PERIOD_DONE**.

Job information access control

LSF allows you to set the job information access control level to jobs by users (including user group, queue, and cluster administrators).

This control is useful for large environments where many groups may share the same cluster and it may be a security threat to allow some users to view job details and summary information. With job information access control levels configured, you may prevent users (including administrator users) from viewing other user's job information through LSF commands including **bjobs**, **bjdepinfo**, **bread**, **bstatus**, **bhist**, and **bacct**.

Note: There are no rights restrictions for the primary administrator. They may always see all job detail information.

Note: On UNIX platforms, there is no rights restriction for root. On Windows platforms, the Windows administrator is treated as a regular user.

Note: Job information access control is not supported on LSF Express Edition.

Note: Some batch commands that use the job query API (that is, **bkill**, **bstop**, **bresume**, **bchkpnt**, **bmig**, **brequeue**, and **bswitch**) are affected by enabling job information access control. If these commands are issued without specifying the jobId, the behavior will follow the job information access control settings, when enabled. If these commands are issued with the jobId specified, the behavior will not follow the job information access control settings.

Job information types

There are two kinds of job information which will be viewed by users:

- Summary Information:

Obtained from **bjobs** with options other than -l, such as -aps, -fwd, -p, -ss, -sum, -W, -WF, -WP, -WL, etc.

- Detail Information:

  Obtained from **bjobs -l**, **bjobs -UF**, **bjobs -N**, **bjdepinfo**, **bread**, and **bstatus**.

There are two kinds of user rights which will determine what kind of information a user can view for a job:

- Basic rights: User can see all summary information.
- Detail rights: User can see all detail information.

Setting job information access control

There are three parameters available in lsb.params that allow you to control access to job information: **SECURE_JOB_INFO_LEVEL**, **ENABLE_JOB_INFO_BY_ADMIN_ROLE**, and **SECURE_INFODIR_USER_ACCESS**.

Controlling jobs a user can see

The parameter **SECURE_JOB_INFO_LEVEL** in lsb.params allows you to control which jobs any user (including adminisrators other than the primary administrator) can see information for. A value between 0 and 4 is defined, with 0 being no security and 4 being the highest security.

When a user or administrator enters one of the commands to see job information (**bjobs**, **bjdepinfo**, **bread**, or **bstatus**), the **SECURE_JOB_INFO_LEVEL** parameter controls what they see. The following table describes the type of job information that can be viewed by a user with each security level.

Security Level	User's Own Job	Same User Group Job Summary Info	Same User Group Job Detail Info	All Other Jobs' Summary Info	All Other Jobs' Detail Info
0	Y	Y	Y	Y	Y
1	Y	Y	Y	Y	
2	Y	Y	Y		
3	Y	Y			
4	Y				

Note: If **SECURE_JOB_INFO_LEVEL** is set to level 1, 2, 3, or 4, check if **SECURE_INFODIR_USER_ACCESS** is enabled (set to Y). If it is not enabled, access to **bjobs** functions will be restricted, but access to **bhist** or **bacct** will be available.

Note: In a MultiCluster environment, this security level definition also applies when a user views job information from a remote cluster using **bjobs –m remotecluster**. The security level configuration of the specified cluster will take effect.

Enabling administrator rights to job information

By default, an administrator's access to job details is determined by the setting of **SECURE_JOB_INFO_LEVEL**, the same as a regular user. The parameter **ENABLE_JOB_INFO_BY_ADMIN_ROLE** in lsb.params allows you to enable user group, queue, and cluster administrators the right to access job detail information for jobs in the user group, queue, and clusters they manage, even when the administrator has no right based on the configuration of **SECURE_JOB_INFO_LEVEL**.

When an administrator enters one of the commands to see job information (**bjobs**, **bjdepinfo**, **bread**, or **bstatus**), the **ENABLE_JOB_INFO_BY_ADMIN_ROLE** definition controls whether they see job detail information about jobs in their user group, queue or cluster that they manage.

The parameter may be set with any combination of the values `usergroup`, `queue`, or `cluster`.

Note: This does not apply to the primary administrator who will always see job information.

Preventing users from viewing jobs using bhist or bacct

The parameter **SECURE_INFODIR_USER_ACCESS** in `lsb.params` allows you to control whether regular and administrator users (except the primary admin) can see other user's jobs when using the **bhist** or **bacct** command.

If enabled (defined as `Y`), regular users and administrators can view only their own job information when using the **bhist** or **bacct** command. `LSB_SHAREDIR/cluster/logdir` will be readable only by the primary administrator.

When disabled (defined as `N`), access to read `LSB_SHAREDIR/cluster/logdir` returns to default after an **mbatchd restart** or **reconfig**.

Note: An LSF cluster should have only one primary administrator. For example, slave and master hosts should have the same primary administrator to ensure **bhist** and **bacct** commands have rights to access the events file.

Note: This feature is only supported when LSF is installed on a file system that supports setuid bit for file. Therefore, this feature does not work on Windows platforms.

Working with Queues

Queue states

Queue states, displayed by **bqueues**, describe the ability of a queue to accept and start batch jobs using a combination of the following states:

- Open: queues accept new jobs
- Closed: queues do not accept new jobs
- Active: queues start jobs on available hosts
- Inactive: queues hold all jobs

State	Description
`Open:Active`	Accepts and starts new jobs—normal processing
`Open:Inact`	Accepts and holds new jobs—collecting
`Closed:Active`	Does not accept new jobs, but continues to start jobs-draining
`Closed:Inact`	Does not accept new jobs and does not start jobs—all activity is stopped

Queue state can be changed by an LSF administrator or **root**.

Queues can also be activated and inactivated by run windows and dispatch windows (configured in `lsb.queues`, displayed by **bqueues -l**).

bqueues -l displays Inact_Adm when explicitly inactivated by an Administrator (**badmin qinact**), and Inact_Win when inactivated by a run or dispatch window.

View queue information

The **bqueues** command displays information about queues. The **bqueues -l** option also gives current statistics about the jobs in a particular queue, such as the total number of jobs in the queue, the number of jobs running, suspended, and so on.

To view the...	Run...
Available queues	**bqueues**
Queue status	**bqueues**
Detailed queue information	**bqueues -l**
State change history of a queue	**badmin qhist**
Queue administrators	**bqueues -l** for queue

In addition to the procedures listed here, see the **bqueues(1)** man page for more details.

View available queues and queue status

Run **bqueues**. You can view the current status of a particular queue or all queues. The **bqueues** command also displays available queues in the cluster.

```
bqueues
QUEUE_NAME   PRIO  STATUS       MAX JL/U JL/P JL/H NJOBS  PEND  RUN  SUSP
interactive  400   Open:Active   -  -    -    -     2      0     2    0
priority      43   Open:Active   -  -    -    -    16      4    11    1
night         40   Open:Inactive -  -    -    -     4      4     0    0
short         35   Open:Active   -  -    -    -     6      1     5    0
license       33   Open:Active   -  -    -    -     0      0     0    0
normal        30   Open:Active   -  -    -    -     0      0     0    0
idle          20   Open:Active   -  -    -    -     6      3     1    2
```

A dash (-) in any entry means that the column does not apply to the row. In this example no queues have per-queue, per-user, per-processor, or per host job limits configured, so the MAX, JL/U, JL/P, and JL/H entries are shown as a dash.

Job slots required by parallel jobs

Important:

A parallel job with *N* components requires *N* job slots.

View detailed queue information

To see the complete status and configuration for each queue, run **bqueues -l**. Specify queue names to select specific queues. The following example displays details for the queue `normal`.

```
bqueues -l normal
QUEUE: normal
  --For normal low priority jobs, running only if hosts are lightly loaded. This is the default queue.
PARAMETERS/STATISTICS
PRIO NICE  STATUS      MAX JL/U JL/P NJOBS  PEND  RUN SSUSP USUSP
40   20    Open:Active 100 50   11   1      1     0   0     0
```

```
Migration threshold is 30 min.
CPULIMIT           RUNLIMIT
20 min of IBM350   342800 min of IBM350
| FILELIMIT  DATALIMIT  STACKLIMIT  CORELIMIT  MEMLIMIT  TASKLIMIT
20000 K    20000 K    2048 K      20000 K    5000 K    3

SCHEDULING PARAMETERS            r15s  r1m  r15m  ut   pg   io   ls  it  tmp  swp  mem
loadSched  -     0.7  1.0   0.2  4.0  50   -   -   -    -    -
loadStop   -     1.5  2.5   -    8.0  240  -   -   -    -    -

                 cpuspeed    bandwidth
 loadSched          -            -
 loadStop           -            -

SCHEDULING POLICIES:  FAIRSHARE  PREEMPTIVE PREEMPTABLE EXCLUSIVE
USER_SHARES:  [groupA, 70] [groupB, 15]  [default, 1]

DEFAULT HOST SPECIFICATION : IBM350

RUN_WINDOWS:  2:40-23:00 23:30-1:30
DISPATCH_WINDOWS:  1:00-23:50

USERS: groupA/ groupB/ user5
HOSTS:  hostA, hostD, hostB
ADMINISTRATORS:  user7
PRE_EXEC: /tmp/apex_pre.x > /tmp/preexec.log 2>&1
POST_EXEC:  /tmp/apex_post.x > /tmp/postexec.log 2>&1
REQUEUE_EXIT_VALUES:  45
HOST_PRE_EXEC: /tmp/apex_pre.x > /tmp/preexec.log 2>&1
HOST_POST_EXEC:  /tmp/apex_post.x > /tmp/postexec.log 2>&1
```

View the state change history of a queue

Run **badmin qhist** to display the times when queues are opened, closed, activated, and inactivated.

```
badmin qhist
Wed Mar 31 09:03:14: Queue <normal> closed by user or administrator <root>.
Wed Mar 31 09:03:29: Queue <normal> opened by user or administrator <root>.
```

View queue administrators

Run **bqueues -l** for the queue.

View exception status for queues (bqueues)

Use **bqueues** to display the configured threshold for job exceptions and the current number of jobs in the queue in each exception state.

For example, queue `normal` configures JOB_IDLE threshold of 0.10, JOB_OVERRUN threshold of 5 minutes, and JOB_UNDERRUN threshold of 2 minutes. The following **bqueues** command shows no overrun jobs, one job that finished in less than 2 minutes (underrun) and one job that triggered an idle exception (less than idle factor of 0.10):

```
bqueues -l normal
QUEUE: normal
-- For normal low priority jobs, running only if hosts are lightly loaded.  This is the default queue.

PARAMETERS/STATISTICS
PRIO NICE STATUS          MAX JL/U JL/P JL/H NJOBS  PEND   RUN SSUSP USUSP  RSV
30   20  Open:Active       -    -    -    -     0     0     0     0     0    0

STACKLIMIT MEMLIMIT
  2048 K     5000 K

SCHEDULING PARAMETERS
           r15s   r1m  r15m   ut      pg    io   ls    it    tmp    swp    mem
loadSched   -     -     -     -       -     -    -     -     -      -      -
```

```
loadStop    -     -     -     -       -     -    -     -     -      -      -

                cpuspeed    bandwidth
loadSched         -            -
loadStop          -            -

JOB EXCEPTION PARAMETERS
             OVERRUN(min) UNDERRUN(min) IDLE(cputime/runtime)
Threshold         5         2          0.10
     Jobs         0         1             1

USERS:  all users
HOSTS:  all allremote
CHUNK_JOB_SIZE: 3
```

Understand successful application exit values

Jobs that exit with one of the exit codes specified by **SUCCESS_EXIT_VALUES** in a queue are marked as DONE. These exit values are not counted in the EXIT_RATE calculation.

0 always indicates application success regardless of **SUCCESS_EXIT_VALUES**.

If both **SUCCESS_EXIT_VALUES** and **REQUEUE_EXIT_VALUES** are defined with same exit values then the job will be set to PEND state and requeued.

SUCCESS_EXIT_VALUES has no effect on pre-exec and post-exec commands. The value is only used for user jobs.

If the job exit value falls into **SUCCESS_EXIT_VALUES**, the job will be marked as DONE. Job dependencies on done jobs behave normally.

For parallel jobs, the exit status refers to the job exit status and not the exit status of individual tasks.

Exit codes for jobs terminated by LSF are excluded from success exit value even if they are specified in **SUCCESS_EXIT_VALUES**.

For example, if **SUCCESS_EXIT_VALUES**=2 is defined, jobs exiting with 2 are marked as DONE. However, if LSF cannot find the current working directory, LSF terminates the job with exit code 2, and the job is marked as EXIT. The appropriate termination reason is displayed by **bacct**.

MultiCluster jobs

In the job forwarding model, LSF uses the **SUCCESS_EXIT_VALUES** from the remote cluster.

In the resource leasing model, LSF uses the **SUCCESS_EXIT_VALUES** from the consumer cluster.

Specify successful application exit values

Use SUCCESS_EXIT_VALUES to specify a list of exit codes that will be considered as successful execution for the application.

1. Log in as the LSF administrator on any host in the cluster.
2. Edit the `lsb.queues` file.
3. Set **SUCCESS_EXIT_VALUES** to specify a list of job success exit codes for the application.

```
SUCCESS_EXIT_VALUES=230 222 12
```

4. Save the changes to `lsb.queues`.
5. Run **badmin reconfig** to reconfigure `mbatchd`.

Control queues

Queues are controlled by:

- an LSF Administrator or root issuing a command
- configured dispatch and run windows

Close a queue

Run **badmin qclose**:

```
badmin qclose normal
Queue <normal> is closed
```

When a user tries to submit a job to a closed queue the following message is displayed:

```
bsub -q normal ...
normal: Queue has been closed
```

Open a queue

Run **badmin qopen**:

```
badmin qopen normal
Queue <normal> is opened
```

Deactivate a queue

Run **badmin qinact**:

```
badmin qinact normal
Queue <normal> is inactivated
```

Activate a queue

Run **badmin qact**:

```
badmin qact normal
Queue <normal> is activated
```

Log a comment when controlling a queue

1. Use the **-C** option of **badmin** queue commands **qclose**, **qopen**, **qact**, and **qinact** to log an administrator comment in `lsb.events`.

   ```
   badmin qclose -C "change configuration" normal
   ```

   The comment text `change configuration` is recorded in `lsb.events`.

   A new event record is recorded for each queue event. For example:

   ```
   badmin qclose -C "add user" normal
   ```

   followed by

   ```
   badmin qclose -C "add user user1" normal
   ```

   will generate records in `lsb.events`:

```
"QUEUE_CTRL" "7.0 1050082373 1 "normal" 32185 "lsfadmin" "add user"
"QUEUE_CTRL" "7.0 1050082380 1 "normal" 32185 "lsfadmin" "add user user1"
```

2. Use **badmin hist** or **badmin qhist** to display administrator comments for closing and opening hosts.

   ```
   badmin qhist
   Fri Apr  4 10:50:36: Queue <normal> closed by administrator <lsfadmin> change configuration.
   ```

   bqueues -l also displays the comment text:

```
bqueues -l normal
QUEUE: normal
 -- For normal low priority jobs, running only if hosts are lightly loaded.  Th is is the default queue.

PARAMETERS/STATISTICS
PRIO NICE STATUS          MAX JL/U JL/P JL/H NJOBS  PEND   RUN SSUSP USUSP  RSV
 30   20  Closed:Active     -    -    -    -     0     0     0     0     0    0
Interval for a host to accept two jobs is 0 seconds
 THREADLIMIT
       7

SCHEDULING PARAMETERS
            r15s   r1m  r15m   ut      pg    io   ls    it    tmp    swp    mem
loadSched   -     -     -     -       -     -    -     -     -      -      -
loadStop    -     -     -     -       -     -    -     -     -      -      -

             cpuspeed    bandwidth
loadSched          -            -
loadStop           -            -

JOB EXCEPTION PARAMETERS
             OVERRUN(min) UNDERRUN(min) IDLE(cputime/runtime)
Threshold         -         2             -
Jobs              -         0             -

USERS:  all users
HOSTS:  all
RES_REQ:  select[type==any]

ADMIN ACTION COMMENT: "change configuration"
```

Configure dispatch windows

A dispatch window specifies one or more time periods during which batch jobs are dispatched to run on hosts. Jobs are not dispatched outside of configured windows. Dispatch windows do not affect job submission and running jobs (they are allowed to run until completion). By default, queues are always Active; you must explicitly configure dispatch windows in the queue to specify a time when the queue is Inactive.

To configure a dispatch window:

1. Edit `lsb.queues`
2. Create a **DISPATCH_WINDOW** keyword for the queue and specify one or more time windows.

   ```
   Begin Queue
   QUEUE_NAME   = queue1
   PRIORITY     = 45
   DISPATCH_WINDOW = 4:30-12:00
   End Queue
   ```

3. Reconfigure the cluster:
   a. Run **lsadmin reconfig**.
   b. Run **badmin reconfig**.
4. Run **bqueues -l** to display the dispatch windows.

Configure run windows

A run window specifies one or more time periods during which jobs dispatched from a queue are allowed to run. When a run window closes, running jobs are suspended, and pending jobs remain pending. The suspended jobs are resumed when the window opens again. By default, queues are always Active and jobs can run until completion. You must explicitly configure run windows in the queue to specify a time when the queue is Inactive.

To configure a run window:

1. Edit `lsb.queues`.
2. Create a **RUN_WINDOW** keyword for the queue and specify one or more time windows.

```
Begin Queue
QUEUE_NAME   = queue1
PRIORITY     = 45
RUN_WINDOW   = 4:30-12:00
End Queue
```

3. Reconfigure the cluster:
   a. Run **lsadmin reconfig**.
   b. Run **badmin reconfig**.
4. Run **bqueues -l** to display the run windows.

Add a queue

1. Log in as the LSF administrator on any host in the cluster.
2. Edit `lsb.queues` to add the new queue definition.

   You can copy another queue definition from this file as a starting point; remember to change the QUEUE_NAME of the copied queue.
3. Save the changes to `lsb.queues`.
4. Run **badmin reconfig** to reconfigure `mbatchd`.

   Adding a queue does not affect pending or running jobs.

Example queue:

```
Begin Queue
QUEUE_NAME = normal
PRIORITY = 30
STACKLIMIT= 2048
DESCRIPTION = For normal low priority jobs, running only if hosts are lightly loaded.
QJOB_LIMIT = 60     # job limit of the queue
PJOB_LIMIT = 2     # job limit per processor
ut = 0.2
io = 50/240
USERS = all
HOSTS = all
NICE = 20
End Queue
```

Remove a queue

Important:

Before removing a queue, make sure there are no jobs in that queue.

If there are jobs in the queue, move pending and running jobs to another queue, then remove the queue. If you remove a queue that has jobs in it, the jobs are temporarily moved to a queue named lost_and_found. Jobs in the lost_and_found queue remain pending until the user or the LSF administrator uses the **bswitch** command to switch the jobs into an existing queue. Jobs in other queues are not affected.

1. Log in as the LSF administrator on any host in the cluster.
2. Close the queue to prevent any new jobs from being submitted.

```
badmin qclose night
Queue night is closed
```

3. Move all pending and running jobs into another queue.

Below, the **bswitch -q night** argument chooses jobs from the night queue, and the job ID number 0 specifies that all jobs should be switched:

```
bjobs -u all -q night
JOBID USER  STAT  QUEUE FROM_HOST   EXEC_HOST   JOB_NAME   SUBMIT_TIME
5308  user5  RUN   night    hostA     hostD         job5  Nov 21 18:16
5310  user5 PEND   night    hostA     hostC        job10  Nov 21 18:17

bswitch -q night idle 0
Job <5308> is switched to queue <idle>
Job <5310> is switched to queue <idle>
```

4. Edit lsb.queues and remove or comment out the definition for the queue being removed.
5. Save the changes to lsb.queues.
6. Run **badmin reconfig** to reconfigure **mbatchd**.

Restrict host use by queues

You may want a host to be used only to run jobs that are submitted to specific queues. For example, if you just added a host for a specific department such as engineering, you may only want jobs submitted to the queues engineering1 and engineering2 to be able to run on the host.

1. Log on as root or the LSF administrator on any host in the cluster.
2. Edit lsb.queues, and add the host to the HOSTS parameter of specific queues.

```
Begin Queue
QUEUE_NAME = queue1
...
HOSTS=mynewhost hostA hostB
...
End Queue
```

3. Save the changes to lsb.queues.
4. Use **badmin ckconfig** to check the new queue definition. If any errors are reported, fix the problem and check the configuration again.
5. Run **badmin reconfig** to reconfigure **mbatchd**.
6. If you add a host to a queue, the new host will not be recognized by jobs that were submitted before you reconfigured. If you want the new host to be recognized, you must use the command **badmin mbdrestart**.

Restrict job size requested by parallel jobs in a queue

You may want to restrict the number of job slots that are requested when submitting, modifying, or switching parallel jobs in a queue by using the **bsub** and **bmod** -n option to explicitly request a job slot size, or by using -R option to specify resource requirements. LSF rejects (for job submissions) or pends (for jobs that are already in LSF) jobs requesting job slot sizes that are not in this list, or jobs requesting multiple job slot sizes. The first slot size in this list is the default job size, which is the job size assigned to jobs that do not explicitly request a job size. The rest of the list can be defined in any order.

For example, if the job size list for the queue1 queue allows 2, 4, 8, and 16 job slots, and you submit a parallel job requesting 10 job slots in this queue (bsub -q queue1 -n 10 ...), that job is rejected because the job size of 10 is not explicitly allowed in the list. To assign a default job size of 4, specify 4 as the first value in the list, and job submissions that do not use -n are automatically assigned a job size of 4.

When using resource requirements to specify job slot size, the request must specify a single fixed number of job slots and not multiple values or a range of values:

- When using compound resource requirements with `-n` (that is, both `-n` and `-R` options), ensure that the compound resource requirement matches the `-n` value, which must match a value in the job size list.
- When using compound resource requirements without `-n`, the compound resource requirement must imply a fixed number of job slots, and the implied total number of job slots must match a value in the job size list.
- When using alternative resource requirements, each of the alternatives must request a fixed number of slots, and all alternative values must match the values in the job size list.

1. Log on as root or the LSF administrator on any host in the cluster.
2. Edit `lsb.queues`, and define the `SLOT_SIZE_LIST` parameter in specific queues.

   `JOB_SIZE_LIST=`*default_size* [*size* ...]

   ```
   Begin Queue
   QUEUE_NAME = queue1
   ...
   SLOT_SIZE_LIST=4 2 8 16
   ...
   End Queue
   ```
3. Save the changes to `lsb.queues`.
4. Use **badmin ckconfig** to check the new queue definition. If any errors are reported, fix the problem and check the configuration again.
5. Run **badmin reconfig** to reconfigure **mbatchd**.

Add queue administrators

Queue administrators are optionally configured after installation. They have limited privileges; they can perform administrative operations (open, close, activate, inactivate) on the specified queue, or on jobs running in the specified queue. Queue administrators cannot modify configuration files, or operate on LSF daemons or on queues they are not configured to administer.

To switch a job from one queue to another, you must have administrator privileges for both queues.

In the `lsb.queues` file, between Begin Queue and End Queue for the appropriate queue, specify the ADMINISTRATORS parameter, followed by the list of administrators for that queue. Separate the administrator names with a space. You can specify user names and group names.

```
Begin Queue
ADMINISTRATORS = User1 GroupA
End Queue
```

Handle job exceptions in queues

You can configure queues so that LSF detects exceptional conditions while jobs are running, and take appropriate action automatically. You can customize what exceptions are detected, and the corresponding actions. By default, LSF does not detect any exceptions.

Job exceptions LSF can detect

If you configure job exception handling in your queues, LSF detects the following job exceptions:

- Job underrun - jobs end too soon (run time is less than expected). Underrun jobs are detected when a job exits abnormally

- Job overrun - job runs too long (run time is longer than expected). By default, LSF checks for overrun jobs every 1 minute. Use EADMIN_TRIGGER_DURATION in `lsb.params` to change how frequently LSF checks for job overrun.
- Idle job - running job consumes less CPU time than expected (in terms of CPU time/runtime). By default, LSF checks for idle jobs every 1 minute. Use EADMIN_TRIGGER_DURATION in `lsb.params` to change how frequently LSF checks for idle jobs.

Configure job exception handling (lsb.queues)

You can configure your queues to detect job exceptions. Use the following parameters:

JOB_IDLE

Specify a threshold for idle jobs. The value should be a number between 0.0 and 1.0 representing CPU time/runtime. If the job idle factor is less than the specified threshold, LSF invokes **eadmin** to trigger the action for a job idle exception.

JOB_OVERRUN

Specify a threshold for job overrun. If a job runs longer than the specified run time, LSF invokes **eadmin** to trigger the action for a job overrun exception.

JOB_UNDERRUN

Specify a threshold for job underrun. If a job exits before the specified number of minutes, LSF invokes **eadmin** to trigger the action for a job underrun exception.

Example

The following queue defines thresholds for all types job exceptions:

```
Begin Queue
...
JOB_UNDERRUN = 2
JOB_OVERRUN  = 5
JOB_IDLE     = 0.10
...
End Queue
```

For this queue:

- A job underrun exception is triggered for jobs running less than 2 minutes
- A job overrun exception is triggered for jobs running longer than 5 minutes
- A job idle exception is triggered for jobs with an idle factor (CPU time/runtime) less than 0.10

Configure thresholds for job exception handling

By default, LSF checks for job exceptions every 1 minute. Use EADMIN_TRIGGER_DURATION in `lsb.params` to change how frequently LSF checks for overrun, underrun, and idle jobs.

Tuning

Tip:

Tune EADMIN_TRIGGER_DURATION carefully. Shorter values may raise false alarms, longer values may not trigger exceptions frequently enough.

LSF Resources

About LSF resources

The LSF system uses built-in and configured resources to track job resource requirements and schedule jobs according to the resources available on individual hosts.

View cluster resources (lsinfo)

Use **lsinfo** to list the resources available in your cluster.
The **lsinfo** command lists all resource names and descriptions.

```
lsinfo
RESOURCE_NAME   TYPE     ORDER  DESCRIPTION
r15s            Numeric  Inc    15-second CPU run queue length
r1m             Numeric  Inc    1-minute CPU run queue length (alias:cpu)
r15m            Numeric  Inc    15-minute CPU run queue length
ut              Numeric  Inc    1-minute CPU utilization (0.0 to 1.0)
pg              Numeric  Inc    Paging rate (pages/second)
io              Numeric  Inc    Disk IO rate (Kbytes/second)
ls              Numeric  Inc    Number of login sessions (alias: login)
it              Numeric  Dec    Idle time (minutes) (alias: idle)
tmp             Numeric  Dec    Disk space in /tmp (Mbytes)
swp             Numeric  Dec    Available swap space (Mbytes) (alias:swap)
mem             Numeric  Dec    Available memory (Mbytes)
ncpus           Numeric  Dec    Number of CPUs
nprocs          Numeric   Dec   Number of physical processors
ncores          Numeric   Dec   Number of cores per physical processor
nthreads        Numeric   Dec   Number of threads per processor
corendisks      Numeric  Dec    Number of local disks
maxmem          Numeric  Dec    Maximum memory (Mbytes)
maxswp          Numeric  Dec    Maximum swap space (Mbytes)
maxtmp          Numeric  Dec    Maximum /tmp space (Mbytes)
cpuf            Numeric  Dec    CPU factor
...
```

View host resources (lshosts)

Run **lshosts** for a list of the resources that are defined on a specific host:

```
lshosts hostA
HOST_NAME      type    model  cpuf ncpus maxmem maxswp server RESOURCES
hostA        SOL732  Ultra2  20.2    2   256M   679M   Yes ()
```

View host load by resource

Run **lshosts -s** to view host load by shared resource:

```
lshosts -s
RESOURCE     VALUE    LOCATION
tot_lic          5    host1 host2
tot_scratch    500    host1 host2
```

The above output indicates that the shared scratch directory currently contains 500 MB of space.
The VALUE field indicates the amount of that resource. The LOCATION column shows the hosts which share this resource. The **lshosts -s** command displays static shared resources. The **lsload -s** command displays dynamic shared resources.

Resource categories

By values

Boolean resources	Resources that denote the availability of specific features

Numerical resources	Resources that take numerical values, such as all the load indices, number of processors on a host, or host CPU factor
String resources	Resources that take string values, such as host type, host model, host status

By the way values change

Dynamic Resources	Resources that change their values dynamically: host status and all the load indices.
Static Resources	Resources that do not change their values: all resources except for load indices or host status.

By definitions

External Resources	Custom resources defined by user sites: external load indices and resources defined in the lsf.shared file (shared resources).
Built-In Resources	Resources that are always defined in LSF, such as load indices, number of CPUs, or total swap space.

By scope

Host-Based Resources	Resources that are not shared among hosts, but are tied to individual hosts, such as swap space, CPU, or memory. An application must run on a particular host to access the resources. Using up memory on one host does not affect the available memory on another host.
Shared Resources	Resources that are not associated with individual hosts in the same way, but are owned by the entire cluster, or a subset of hosts within the cluster, such as shared file systems. An application can access such a resource from any host which is configured to share it, but doing so affects its value as seen by other hosts.

Boolean resources

Boolean resources (for example, server to denote LSF server hosts) have a value of one if they are defined for a host, and zero if they are not defined for the host. Use Boolean resources to configure host attributes to be used in selecting hosts to run jobs. For example:

- Machines may have different types and versions of operating systems.
- Machines may play different roles in the system, such as file server or compute server.
- Some machines may have special-purpose devices that are needed by some applications.
- Certain software packages may be available only on some of the machines.

Specify a Boolean resource in a resource requirement selection string of a job to select only hosts that can run the job.

Some examples of Boolean resources:

Resource Name	Describes	Meaning of Example Name
cs	Role in cluster	Compute server
fs	Role in cluster	File server
solaris	Operating system	Solaris operating system
frame	Available software	FrameMaker license

Shared resources

Shared resources are configured resources that are not tied to a specific host, but are associated with the entire cluster, or a specific subset of hosts within the cluster. For example:

- Disk space on a file server which is mounted by several machines
- The physical network connecting the hosts

LSF does not contain any built-in shared resources. All shared resources must be configured by the LSF administrator. A shared resource may be configured to be dynamic or static. In the preceding example, the total space on the shared disk may be static while the amount of space currently free is dynamic. A site may also configure the shared resource to report numeric, string, or Boolean values.

An application may use a shared resource by running on any host from which that resource is accessible. For example, in a cluster in which each host has a local disk but can also access a disk on a file server, the disk on the file server is a shared resource, and the local disk is a host-based resource. In contrast to host-based resources such as memory or swap space, using a shared resource from one machine affects the availability of that resource as seen by other machines. There is one value for the entire cluster which measures the utilization of the shared resource, but each host-based resource is measured separately.

The following restrictions apply to the use of shared resources in LSF products.

- A shared resource cannot be used as a load threshold in the Hosts section of the `lsf.cluster.`*cluster_name* file.
- A shared resource cannot be used in the loadSched/loadStop thresholds, or in the STOP_COND or RESUME_COND parameters in the queue definition in the `lsb.queues` file.

View shared resources for hosts

Run **bhosts -s** to view shared resources for hosts. For example:

```
bhosts -s
RESOURCE       TOTAL    RESERVED     LOCATION
tot_lic            5         0.0     hostA hostB
tot_scratch       00         0.0     hostA hostB
avail_lic          2         3.0     hostA hostB
avail_scratch    100       400.0     hostA hostB
```

The `TOTAL` column displays the value of the resource. For dynamic resources, the `RESERVED` column displays the amount that has been reserved by running jobs.

How LSF uses resources

Jobs that are submitted through LSF have resource usage that is monitored while they are running. This information is used to enforce resource usage limits and load thresholds as well as for fairshare scheduling.

LSF collects information such as:

- Total CPU time consumed by all processes in the job
- Total resident memory usage in KB of all currently running processes in a job
- Total virtual memory usage in KB of all currently running processes in a job
- Currently active process group ID in a job
- Currently active processes in a job

On UNIX, job-level resource usage is collected through a special process called PIM (Process Information Manager). PIM is managed internally by LSF. See *Process tracking through cgroups* for more details.

View job resource usage

Run **bjobs -l** to display the current resource usage of the job.
Usage information is sampled by PIM every 30 seconds and collected by **sbatchd** at a maximum frequency of every SBD_SLEEP_TIME (configured in the `lsb.params` file) and sent to **mbatchd**.
An update occurs only if the value for the CPU time, resident memory usage, or virtual memory usage has changed by more than 10 percent from the previous update, or if a new process or process group has been created. Even if the usage does not change for more than 10%, SBD will still update it if 15 * SBD_SLEEP_TIME passed from last update.

View load on a host

Run **bhosts -l** to check the load levels on the host.
A dash (-) in the output indicates that the particular threshold is not defined.

```
bhosts -l hostB
HOST:  hostB
STATUS        CPUF   JL/U  MAX NJOBS RUN SSUSP USUSP RSV
ok            20.00  2     2   0     0   0     0     0

CURRENT LOAD USED FOR SCHEDULING:
         r15s   r1m  r15m  ut    pg    io   ls    t   tmp   swp   mem   slots
Total    0.3    0.8  0.9   61%   3.8   72   26    0   6M    253M  97M       8
Reserved 0.0    0.0  0.0   0%    0.0   0    0     0   0M    0M     0M       8


LOAD THRESHOLD USED FOR SCHEDULING:
           r15s   r1m  r15m  ut  pg  io  ls  it  tmp  swp  mem
loadSched  -      -    -     -   -   -   -   -   -    -    -
loadStop   -      -    -     -   -   -   -   -   -    -    -

             cpuspeed    bandwidth
loadSched          -            -
loadStop           -            -
```

Load indices

Load indices are built-in resources that measure the availability of static or dynamic, non-shared resources on hosts in the LSF cluster.

Load indices that are built into the LIM are updated at fixed time intervals.

External load indices are defined and configured by the LSF administrator, who writes an external load information manager (**elim**) executable. The **elim** collects the values of the external load indices and sends these values to the LIM.

Load indices collected by LIM

Index	Measures	Units	Direction	Averaged over	Update Interval
status	host status	string			15 seconds
r15s	run queue length	processes	increasing	15 seconds	15 seconds
r1m	run queue length	processes	increasing	1 minute	15 seconds
r15m	run queue length	processes	increasing	15 minutes	15 seconds
ut	CPU utilization	percent	increasing	1 minute	15 seconds
pg	paging activity	pages in + pages out per second	increasing	1 minute	15 seconds
ls	logins	users	increasing	N/A	30 seconds
it	idle time	minutes	decreasing	N/A	30 seconds
swp	available swap space	MB	decreasing	N/A	15 seconds
mem	available memory	MB	decreasing	N/A	15 seconds
tmp	available space in temporary file system	MB	decreasing	N/A	120 seconds
io	disk I/O (shown by lsload -l)	KB per second	increasing	1 minute	15 seconds
name	external load index configured by LSF administrator				site-defined

Status

The status index is a string indicating the current status of the host. This status applies to the LIM and RES.

The possible values for status are:

Status	Description
ok	The host is available to accept remote jobs. The LIM can select the host for remote execution.
-ok	When the status of a host is preceded by a dash (-), it means that LIM is available but RES is not running on that host or is not responding.
busy	The host is overloaded (busy) because a load index exceeded a configured threshold. An asterisk (*) marks the offending index. LIM will not select the host for interactive jobs.
lockW	The host is locked by its run window. Use lshosts to display run windows.
lockU	The host is locked by an LSF administrator or root.

Status	Description
unavail	The host is down or the LIM on the host is not running or is not responding.

Note:

The term available is frequently used in command output titles and headings. Available means that a host is in any state except unavail. This means an available host could be, locked, busy, or ok.

CPU run queue lengths (r15s, r1m, r15m)

The r15s, r1m and r15m load indices are the 15-second, 1-minute, and 15-minute average CPU run queue lengths. This is the average number of processes ready to use the CPU during the given interval.

On UNIX, run queue length indices are not necessarily the same as the load averages printed by the uptime(1) command; uptime load averages on some platforms also include processes that are in short-term wait states (such as paging or disk I/O).

Effective run queue length

On multiprocessor systems, more than one process can execute at a time. LSF scales the run queue value on multiprocessor systems to make the CPU load of uniprocessors and multiprocessors comparable. The scaled value is called the effective run queue length.

Use **lsload -E** to view the effective run queue length.

Normalized run queue length

LSF also adjusts the CPU run queue that is based on the relative speeds of the processors (the CPU factor). The normalized run queue length is adjusted for both number of processors and CPU speed. The host with the lowest normalized run queue length runs a CPU-intensive job the fastest.

Use **lsload -N** to view the normalized CPU run queue lengths.

CPU utilization (ut)

The ut index measures CPU utilization, which is the percentage of time spent running system and user code. A host with no process running has a ut value of 0 percent; a host on which the CPU is completely loaded has a ut of 100 percent.

Paging rate (pg)

The pg index gives the virtual memory paging rate in pages per second. This index is closely tied to the amount of available RAM memory and the total size of the processes running on a host; if there is not enough RAM to satisfy all processes, the paging rate is high. Paging rate is a good measure of how a machine responds to interactive use; a machine that is paging heavily feels very slow.

Login sessions (ls)

The `ls` index gives the number of users logged in. Each user is counted once, no matter how many times they have logged into the host.

Interactive idle time (it)

On UNIX, the `it` index is the interactive idle time of the host, in minutes. Idle time is measured from the last input or output on a directly attached terminal or a network pseudo-terminal supporting a login session. This does not include activity directly through the X server such as CAD applications or `emacs` windows, except on Solaris and HP-UX systems.

On Windows, the `it` index is based on the time a screen saver has been active on a particular host.

Temporary directories (tmp)

The `tmp` index is the space available in MB or in units set in **LSF_UNIT_FOR_LIMITS** in `lsf.conf`) on the file system that contains the temporary directory:

- `/tmp` on UNIX
- `C:\temp` on Windows

Swap space (swp)

The `swp` index gives the currently available virtual memory (swap space) in MB or units set in **LSF_UNIT_FOR_LIMITS** in `lsf.conf`). This represents the largest process that can be started on the host.

Memory (mem)

The `mem` index is an estimate of the real memory currently available to user processes, measured in MB or in units set in **LSF_UNIT_FOR_LIMITS** in `lsf.conf`). This represents the approximate size of the largest process that could be started on a host without causing the host to start paging.

LIM reports the amount of free memory available. LSF calculates free memory as a sum of physical free memory, cached memory, buffered memory, and an adjustment value. The command **vmstat** also reports free memory but displays these values separately. There may be a difference between the free memory reported by LIM and the free memory reported by **vmstat** because of virtual memory behavior variations among operating systems. You can write an ELIM that overrides the free memory values that are returned by LIM.

I/O rate (io)

The `io` index measures I/O throughput to disks attached directly to this host, in KB per second. It does not include I/O to disks that are mounted from other hosts.

View information about load indices

`lsinfo -l`

The **`lsinfo -l`** command displays all information available about load indices in the system. You can also specify load indices on the command line to display information about selected indices:

```
lsinfo -l swp
RESOURCE_NAME:  swp
DESCRIPTION: Available swap space (Mbytes) (alias: swap)
TYPE      ORDER   INTERVAL  BUILTIN  DYNAMIC  RELEASE
Numeric     Dec         60      Yes      Yes       NO
```

lsload -l

The **lsload -l** command displays the values of all load indices. External load indices are configured by your LSF administrator:

```
lsload
HOST_NAME  status  r15s  r1m  r15m  ut   pg   ls  it  tmp  swp   mem
hostN      ok      0.0   0.0  0.1   1%   0.0  1   224 43M  67M   3M
hostK      -ok     0.0   0.0  0.0   3%   0.0  3   0   38M  40M   7M
hostF      busy    0.1   0.1  0.3   7%   *17  6   0   9M   23M   28M
hostG      busy    *6.2  6.9  9.5   85%  1.1  30  0   5M   400M  385M
hostV      unavail
```

Batch built-in resources

The slots keyword lets you schedule jobs on the host with the fewest free slots first. This feature is useful for people who want to pack sequential jobs onto hosts with the least slots first, ensuring that more hosts will be available to run parallel jobs. slots (unused slots) is supported in the `select[]` and `order[]` sections of the resource requirement string.

slots

slots is the number of unused slots on the host defined according to these values from bhosts for the host:

slots (Unused slots) = MAX – NJOBS

where NJOBS = RUN + SSUSP + USUSP + RSV

maxslots

maxslots is the maximum number of slots that can be used on a host according to the value from bhosts for the host.

maxslots (max slot) = MAX

where MAX is the value of the “MAX” column that is displayed by bhosts

maxslots is supported in the select[], order[] and same[] sections of the resource requirement string.

You can specify slots in the order string. In the following example for reversed slots based ordering, hostA and hostB have 20 total slots each. There are currently no jobs in cluster. Then,

job1: `bsub -n 10 sleep 10000` - runs on hostA

job2: `bsub -n 1 sleep 10000` - might run on hostB

job3: `bsub -n 20 sleep 10000` - will pend

If job2 runs on hostB, we can get a situation where job3, a large parallel job, never has a chance to run because neither host has 20 slots available. Essentially, job2 blocks job3 from running. However, with order[-slots]:

job1: `bsub -n 10 -R "order[-slots]" sleep 10000` - runs on hostA

job2: `bsub -n 1 -R "order[-slots]" sleep 10000` - will run on hostA

job3: `bsub -n 20 -R "order[-slots]" sleep 10000` - will run on hostB

With reversed slots based ordering, job2 will run on hostA because hostA has the least available slots at this time (10 available versus 20 available for hostB). This allows job3 to run on hostB.

You can also specify maxslots in the order string. In the following example for reversed order on maxslots, hostA has 20 total slots, but hostB only has 10 slots in total, and currently no jobs in the cluster. Then,

job1: `bsub -n 10 sleep 10000` - might run on hostA

job2: `bsub -n 20 sleep 10000` - will pend

After job1 runs, both hostA and hostB have 10 available slots. Thus, job2 will pend (this is true with or without `order[-slots]`). However, with `order[-maxslots]`:

job1: `bsub -n 10 -R "order[-maxslots]" sleep 10000` - will run on hostB

job2: `bsub -n 20 -R "order[-maxslots]" sleep 10000` - will run on hostA

With reversed maxslots based order, job1 will run on hostB because it has fewer total slots than hostA. This saves hostA for the larger parallel job like job2.

You can have the combined effect of reverse ordering with slots and maxslots by using `order[-slots:maxslots]`.

Static resources

Static resources are built-in resources that represent host information that does not change over time, such as the maximum RAM available to user processes or the number of processors in a machine. Most static resources are determined by the LIM at start-up time, or when LSF detects hardware configuration changes.

Static resources can be used to select appropriate hosts for particular jobs based on binary architecture, relative CPU speed, and system configuration.

The resources ncpus, nprocs, ncores, nthreads, maxmem, maxswp, and maxtmp are not static on UNIX hosts that support dynamic hardware reconfiguration.

Static resources reported by LIM

Index	Measures	Units	Determined by
`type`	host type	string	configuration
`model`	host model	string	configuration
hname	host name	string	configuration
cpuf	CPU factor	relative	configuration
server	host can run remote jobs	Boolean	configuration
rexpri	execution priority	**nice**(2) argument	configuration
ncpus	number of processors	processors	LIM
ndisks	number of local disks	disks	LIM
nprocs	number of physical processors	processors	LIM
ncores	number of cores per physical processor	cores	LIM

Index	Measures	Units	Determined by
nthreads	number of threads per processor core	threads	LIM
maxmem	maximum RAM	MB	LIM
maxswp	maximum swap space	MB	LIM
maxtmp	maximum space in /tmp	MB	LIM

Host type (type)

Host type is a combination of operating system and CPU architecture. All computers that run the same operating system on the same computer architecture are of the same type. You can add custom host types in the HostType section of `lsf.shared`. This alphanumeric value can be up to 39 characters long.

An example of host type is `LINUX86`.

Host model (model)

Host model is the combination of host type and CPU speed (CPU factor) of your machine. All hosts of the same relative type and speed are assigned the same host model. You can add custom host models in the HostModel section of `lsf.shared`. This alphanumeric value can be up to 39 characters long.

An example of host model is `Intel_IA64`.

Host name (hname)

Host name specifies the name with which the host identifies itself.

CPU factor (cpuf)

The CPU factor (frequently shortened to cpuf) represents the speed of the host CPU relative to other hosts in the cluster. For example, if one processor is twice the speed of another, its CPU factor should be twice as large. For multiprocessor hosts, the CPU factor is the speed of a single processor; LSF automatically scales the host CPU load to account for additional processors. The CPU factors are detected automatically or defined by the administrator.

Server

The `server` static resource is Boolean. It has the following values:

- 1 if the host is configured to run jobs from other hosts
- 0 if the host is an LSF client for submitting jobs to other hosts

Number of CPUs (ncpus)

By default, the number of CPUs represents the number of cores a machine has. As most CPUs consist of multiple cores, threads, and processors, ncpus can be defined by the cluster administrator (either globally or per-host) to consider one of the following:

- Processors

- Processors and cores
- Processors, cores, and threads

Globally, this definition is controlled by the parameter **EGO_DEFINE_NCPUS** in `lsf.conf` or `ego.conf`. The default behavior for ncpus is to consider the number of cores (**EGO_DEFINE_NCPUS=cores**).

Note:

1. On a machine running AIX, ncpus detection is different. Under AIX, the number of detected physical processors is always 1, whereas the number of detected cores is the number of cores across all physical processors. Thread detection is the same as other operating systems (the number of threads per core).
2. When **PARALLEL_SCHED_BY_SLOT=Y** in `lsb.params`, the resource requirement string keyword ncpus refers to the number of slots instead of the number of CPUs, however **lshosts** output continues to show ncpus as defined by **EGO_DEFINE_NCPUS** in `lsf.conf`.

Number of disks (ndisks)

The number of disks specifies the number of local disks a machine has, determined by the LIM.

Maximum memory (maxmem)

Maximum memory is the total available memory of a machine, measured in megabytes (MB).

Maximum swap (maxswp)

Maximum swap is the total available swap space a machine has, measured in megabytes (MB).

Maximum temporary space (maxtmp)

Maximum temporary space is the total temporary space that a machine has, measured in megabytes (MB).

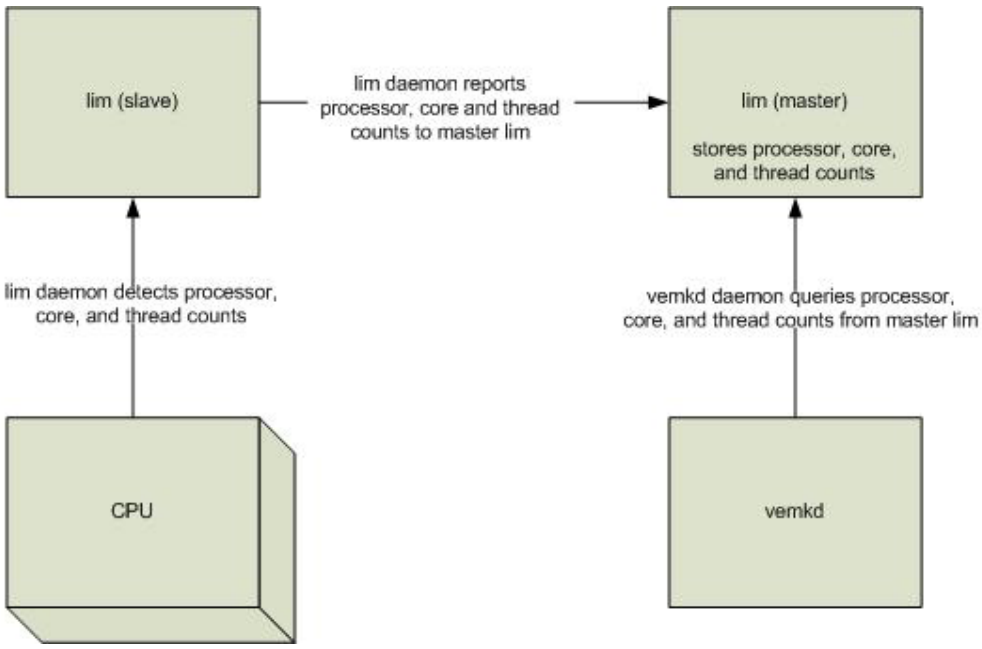
How LIM detects cores, threads, and processors

Traditionally, the value of ncpus has been equal to the number of physical CPUs. However, many CPUs consist of multiple cores and threads, so the traditional 1:1 mapping is no longer useful. A more useful approach is to set ncpus to equal one of the following:

- The number of processors
- Cores—the number of cores (per processor) * the number of processors (this is the ncpus default setting)
- Threads—the number of threads (per core) * the number of cores (per processor) * the number of processors

A cluster administrator globally defines how ncpus is computed using the EGO_DEFINE_NCPUS parameter in `lsf.conf` or `ego.conf` (instead of LSF_ENABLE_DUALCORE in `lsf.conf`, or EGO_ENABLE_DUALCORE in `ego.conf`).

LIM detects and stores the number of processors, cores, and threads for all supported architectures. The following diagram illustrates the flow of information between daemons, CPUs, and other components.



Although the ncpus computation is applied globally, it can be overridden on a per-host basis.

To correctly detect processors, cores, and threads, LIM assumes that all physical processors on a single machine are of the same type.

In cases where CPU architectures and operating system combinations may not support accurate processor, core, thread detection, LIM uses the defaults of 1 processor, 1 core per physical processor, and 1 thread per core. If LIM detects that it is running in a virtual environment (for example, VMware®), each detected processor is similarly reported (as a single-core, single-threaded, physical processor).

LIM only detects hardware that is recognized by the operating system. LIM detection uses processor- or OS-specific techniques (for example, the Intel CPUID instruction, or Solaris kstat()/**core_id**). If the operating system does not recognize a CPU or core (for example, if an older OS does not recognize a quad-core processor and instead detects it as dual-core), then LIM does not recognize it either.

Note:

RQL normalization never considers threads. Consider a hyper-thread enabled Pentium: Threads are not full-fledged CPUs, so considering them as CPUs would artificially lower the system load.

ncpus detection on AIX

On a machine running AIX, detection of ncpus is different. Under AIX, the number of detected physical processors is always 1, whereas the number of detected cores is always the number of cores across all physical processors. Thread detection is the same as other operating systems (the number of threads per core).

Define ncpus—processors, cores, or threads

A cluster administrator must define how ncpus is computed. Usually, the number of available job slots is equal to the value of ncpus; however, slots can be redefined at the EGO resource group level. The ncpus definition is globally applied across the cluster.

1. Open `lsf.conf` or `ego.conf`.
   - UNIX and Linux:

     `LSF_CONFDIR/lsf.conf`

     `LSF_CONFDIR/ego/`*`cluster_name`*`/kernel/ego.conf`
   - Windows:

     `LSF_CONFDIR\lsf.conf`

     `LSF_CONFDIR\ego\`*`cluster_name`*`\kernel\ego.conf`

   Important:

   You can set EGO_DEFINE_NCPUS in ego.conf only if EGO is enabled in the LSF cluster. If EGO is not enabled, you must set EGO_DEFINE_NCPUS in lsf.conf.
2. Define the parameter **`EGO_DEFINE_NCPUS=[procs | cores | threads]`**.

   Set it to one of the following:
   - `procs` (where ncpus=procs)
   - `cores` (where ncpus=procs * cores)
   - `threads` (where ncpus=procs * cores * threads)

   By default, ncpus is set to cores (number of cores).

   Note:

   In clusters with older LIMs that do not recognize cores and threads, EGO_DEFINE_NCPUS is ignored. In clusters where only the master LIM recognizes cores and threads, the master LIM assigns default values (for example, in LSF 6.2: 1 core, 1 thread).
3. Save and close `lsf.conf` or `ego.conf`.

Tip:

As a best practice, set EGO_DEFINE_NCPUS instead of EGO_ENABLE_DUALCORE. The functionality of EGO_ENABLE_DUALCORE=y is preserved by setting EGO_DEFINE_NCPUS=cores.

Interaction with LSF_LOCAL_RESOURCES in lsf.conf

If EGO is enabled, and EGO_LOCAL_RESOURCES is set in `ego.conf` and LSF_LOCAL_RESOURCES is set in `lsf.conf`, EGO_LOCAL_RESOURCES takes precedence.

Define computation of ncpus on dynamic hosts

The ncpus global definition can be overridden on specified dynamic and static hosts in the cluster.

1. Open `lsf.conf` or `ego.conf`.
   - UNIX and Linux:

     `LSF_CONFDIR/lsf.conf`

LSF_CONFDIR/ego/*cluster_name*/kernel/ego.conf

- Windows:

  LSF_CONFDIR\lsf.conf

  LSF_CONFDIR\ego*cluster_name*\kernel\ego.conf

Important:

You can set EGO_LOCAL_RESOURCES in ego.conf only if EGO is enabled in the LSF cluster. If EGO is not enabled, you must set EGO_LOCAL_RESOURCES in lsf.conf.

2. Define the parameter EGO_LOCAL_RESOURCES="[resource *resource_name*]".

   Set *resource_name* to one of the following:

   - define_ncpus_procs
   - define_ncpus_cores
   - define_ncpus_threads

   Note:

   Resource definitions are mutually exclusive. Choose only one resource definition per host.

   For example:

   - Windows: EGO_LOCAL_RESOURCES="[type NTX86] [resource define_ncpus_procs]"
   - Linux: EGO_LOCAL_RESOURCES="[resource define_ncpus_cores]"
3. Save and close ego.conf.

Note:

In multi-cluster environments, if ncpus is defined on a per-host basis (thereby overriding the global setting) the definition is applied to *all* clusters that the host is a part of. In contrast, globally defined ncpus settings *only* take effect within the cluster for which EGO_DEFINE_NCPUS is defined.

Define computation of ncpus on static hosts

The ncpus global definition can be overridden on specified dynamic and static hosts in the cluster.

1. Open lsf.cluster.*cluster_name*.
   - Linux: LSF_CONFDIR/lsf.cluster.*cluster_name*
   - Windows: LSF_CONFDIR\lsf.cluster.*cluster_name*
2. Find the host you for which you want to define ncpus computation. In the RESOURCES column, add one of the following definitions:
   - define_ncpus_procs
   - define_ncpus_cores
   - define_ncpus_threads

   Note:

   Resource definitions are mutually exclusive. Choose only one resource definition per host.

   For example:

```
Begin Host
HOSTNAME  model    type        r1m  mem  swp  RESOURCES    #Keywords
#lemon    PC200    LINUX86     3.5  1    2   (linux)
#plum     !        NTX86       3.5  1    2   (nt)
Host_name !        NTX86        -   -    -   (define_ncpus_procs)
End     Host
```

3. Save and close `lsf.cluster.`*`cluster_name`*.
4. Restart the master host.

Note:

In multi-cluster environments, if ncpus is defined on a per-host basis (thereby overriding the global setting) the definition is applied to *all* clusters that the host is a part of. In contrast, globally defined ncpus settings *only* take effect within the cluster for which EGO_DEFINE_NCPUS is defined.

Automatic detection of hardware reconfiguration

Some UNIX operating systems support dynamic hardware reconfiguration; that is, the attaching or detaching of system boards in a live system without having to reboot the host.

Supported platforms

LSF is able to recognize changes in `ncpus`, `maxmem`, `maxswp`, `maxtmp` in the following platforms:

- Sun Solaris 10 and 11+
- HP UX 11
- IBM AIX 5, 6 and 7 on IBM POWER

Dynamic changes in ncpus

LSF is able to automatically detect a change in the number of processors in systems that support dynamic hardware reconfiguration.

The local LIM checks if there is a change in the number of processors at an internal interval of 2 minutes. If it detects a change in the number of processors, the local LIM also checks `maxmem`, `maxswp`, `maxtmp`. The local LIM then sends this new information to the master LIM.

Dynamic changes in maxmem, maxswp, maxtmp

If you dynamically change `maxmem`, `maxswp`, or `maxtmp` without changing the number of processors, you need to restart the local LIM with the command `lsadmin limrestart` so that it can recognize the changes.

If you dynamically change the number of processors and any of `maxmem`, `maxswp`, or `maxtmp`, the change is automatically recognized by LSF. When it detects a change in the number of processors, the local LIM also checks `maxmem`, `maxswp`, `maxtmp`.

View dynamic hardware changes

`lsxxx Commands`

There may be a 2-minute delay before the changes are recognized by **`lsxxx`** commands (for example, before **`lshosts`** displays the changes).

`bxxx Commands`

There may be at most a 2 + 10 minute delay before the changes are recognized by **bxxx** commands (for example, before **bhosts -l** displays the changes).

This is because **mbatchd** contacts the master LIM at an internal interval of 10 minutes.

Platform MultiCluster

Configuration changes from a local cluster are communicated from the master LIM to the remote cluster at an interval of 2 * CACHE_INTERVAL. The parameter CACHE_INTERVAL is configured in `lsf.cluster.`*`cluster_name`* and is by default 60 seconds.

This means that for changes to be recognized in a remote cluster there is a maximum delay of 2 minutes + 2*CACHE_INTERVAL.

How dynamic hardware changes affect LSF

LSF uses `ncpus`, `maxmem`, `maxswp`, `maxtmp` to make scheduling and load decisions.

When processors are added or removed, LSF licensing is affected because LSF licenses are based on the number of processors.

If you put a processor offline, dynamic hardware changes have the following effects:

- Per host or per-queue load thresholds may be exceeded sooner. This is because LSF uses the number of CPUS and relative CPU speeds to calculate effective run queue length.
- The value of CPU run queue lengths (`r15s`, `r1m`, and `r15m`) increases.
- Jobs may also be suspended or not dispatched because of load thresholds.
- Per-processor job slot limit (PJOB_LIMIT in `lsb.queues`) may be exceeded sooner.

If you put a new processor online, dynamic hardware changes have the following effects:

- Load thresholds may be reached later.
- The value of CPU run queue lengths (`r15s`, `r1m`, and `r15m`) is decreased.
- Jobs suspended due to load thresholds may be resumed.
- Per-processor job slot limit (PJOB_LIMIT in `lsb.queues`) may be reached later.

Set the external static LIM

Use the external static LIM to automatically detect the operating system type and version of hosts.

1. In `lsf.shared`, uncomment the indices that you want detected.
2. In $*LSF_SERVERDIR*, rename `tmp.eslim.<`*`extension`*`>` to `eslim.`*`extension`*.
3. Set **EGO_ESLIM_TIMEOUT** in `lsf.conf` or `ego.conf`.
4. Restart the lim on all hosts.

Portable hardware locality

Portable Hardware Locality (hwloc) is an open source software package that is distributed under BSD license. It provides a portable abstraction (across OS, versions, architectures, etc.) of the hierarchical topology of modern architectures, including NUMA memory nodes, socket, shared caches, cores, and simultaneous multi-threading (SMT). It also gathers various system attributes such as cache and memory information as well as the locality of I/O device such as network

interfaces. It primarily aims at helping applications with gathering information about computing hardware. Hwloc can support most platforms LSF supports.

Functionality

Hwloc is integrated into LSF to detect hardware information. It detects each host hardware topology when the LIM starts and the host topology information is changed. The master LIM detects the topology of the master host. The slave LIM detects the topology of the local host. It updates the topology information to the master host when it joins the cluster or sends topology information to the master LIM for host configuration. Host topology information is updated once the hardware topology changes. Hardware topology changes if any NUMA memory node, caches, socket, core, PU, etc., changes. Sometimes topology information changes even though the core number did not change.

The commands **lim -T** and **lshosts -T** display host topology information. **lim -t** displays the total number of NUMA nodes, total number of processors, total number of cores, and total number of threads.

Structure of topology

A NUMA node contains sockets. Each socket contains cores (processes) which contain threads. If there is no hwloc library, LSF uses the PCT logic. Some AMD CPUs have the opposite structure where socket nodes contain NUMA nodes. The hierarchies of the topology is similar to a tree. Therefore, the host topology information (NUMA memory nodes, caches, sockets, cores, pus, etc.) from hwloc is organized as a tree. Each tree node has its type. The type includes host, NUMA, socket, cache, core, and pu. Each tree node also includes its attributes.

In the following example, hostA (with two Intel Xeon E5-2670 CPUs) has 64 GB of memory and two NUMA nodes. Each NUMA node has one socket, eight cores, 16 PUs (two PUs per core), and 32 GB of memory. Both the NUMA nodes and the PUs are numbered in series that is provided by the system; LSF displays NUMA information based on the level it detects from the system. The output format displays as a tree, and the NUMA information displays as `NUMA[`*`ID`*`:` *`memory`*`]`. The PU displays as *`parent_node`*`(`*`ID ID ...`*`)`, where *`parent_node`* may be `host`, `NUMA`, `socket`, or `core`.

```
Host[64G] hostA
NUMA[0: 32G]
 Socket
   core(0 16)
   core(1 17)
   core(2 18)
   core(3 19)
   core(4 20)
   core(5 21)
   core(6 22)
   core(7 23)
NUMA[1: 32G]
 Socket
   core(8 24)
   core(9 25)
   core(10 26)
   core(11 27)
   core(12 28)
   core(13 29)
   core(14 30)
   core(15 31)
```

In the previous example, `NUMA[0: 32G]` means that the NUMA ID is 0 and has 32 GB of memory. `core(0 16)` means that there are two PUs under the parent core node, and the ID of the two PUs are 0 and 16.

Some CPUs, especially old ones, may have incomplete hardware topology in terms of missing information for NUMA, socket, or core. Therefore, their topology is incomplete.

For example,

- hostB (with one Intel Pentium 4 CPU) has 2G of memory, one socket, one core, and two PUs per core. Information on hostB may display as follows:

```
Host[2G] hostB
Socket
      core(0 1)
```

- hostC (with one Intel Itanium CPU) has 4 GB of memory, and two PUs. Information on hostC may display as follows:

```
Host[4G] (0 1) hostC
```

Some platforms or operating system versions will only report a subset of topology information.

For example, hostD has the same CPU as hostB, but hostD is running RedHat Linux 4, which does not supply core information. Therefore, information on hostD may display as follows:

```
Host[1009M] hostD
Socket (0 1)
```

About configured resources

LSF schedules jobs that are based on available resources. There are many resources that are built into LSF, but you can also add your own resources, and then use them same way as built-in resources.

For maximum flexibility, you should characterize your resources clearly enough so that users have satisfactory choices. For example, if some of your machines are connected to both Ethernet and FDDI, while others are only connected to Ethernet, then you probably want to define a resource called `fddi` and associate the `fddi` resource with machines connected to FDDI. This way, users can specify resource `fddi` if they want their jobs to run on machines that are connected to FDDI.

Add new resources to your cluster

1. Log in to any host in the cluster as the LSF administrator.
2. Define new resources in the Resource section of `lsf.shared`. Specify at least a name and a brief description, which is displayed to a user by **`lsinfo`**.
3. For static Boolean resources and static or dynamic string resources, for all hosts that have the new resources, add the resource name to the RESOURCES column in the Host section of `lsf.cluster.`*cluster_name*.
4. For shared resources, for all hosts that have the new resources, associate the resources with the hosts (you might also have a reason to configure non-shared resources in this section).
5. Run **`lsadmin reconfig`** to reconfigure LIM.
6. Run **`badmin mbdrestart`** to restart mbatchd.

Configure the lsf.shared resource section

Define configured resources in the Resource section of `lsf.shared`. There is no distinction between shared and non-shared resources. When optional attributes are not specified, the resource is treated as static and Boolean.

1. Specify a name and description for the resource, using the keywords RESOURCENAME and DESCRIPTION.

   Resource names are case sensitive and can be up to 39 characters in length, with the following restrictions:

   - Cannot begin with a number, or contain the following special characters

     `: . ( ) [ + - * / ! & | < > @ =`

   - Cannot be any of the following reserved keywords:

     ```
     cpu cpuf io logins ls idle maxmem maxswp maxtmp type model
     status it mem ncpus nprocs ncores nthreads
     define_ncpus_cores define_ncpus_procs define_ncpus_threads
     ndisks pg r15m r15s r1m swap swp tmp ut local
     dchost jobvm
     ```

   - Cannot begin with inf or nan (uppercase or lowercase). Use `-R "defined(infxx)"` or `-R "defined(nanxx)"`instead if required.

2. Optional. Specify optional attributes for the resource.

   a. Set the resource type (TYPE = Boolean | String | Numeric). Default is Boolean.

   b. For dynamic resources, set the update interval (INTERVAL, in seconds).

   c. For numeric resources, set so that a higher value indicates greater load (INCREASING = Y)

   d. For numeric shared resources, set so that LSF releases the resource when a job using the resource is suspended (RELEASE = Y)

   e. Set resources as consumable in the CONSUMABLE column.

      Static and dynamic numeric resources can be specified as consumable. A non-consumable resource should not be releasable and should be usable in order, select and same sections of a resource requirement string.

      Defaults for built-in indices:

      - The following are consumable: r15s, r1m, r15m, ut, pg, io, ls, it, tmp, swp, mem.
      - All other built-in static resources are not consumable. (For example, ncpus, ndisks, maxmem, maxswp, maxtmp, cpuf, type, model, status, rexpri, server, hname).

      Defaults for external shared resources:

      - All numeric resources are consumable.
      - String and boolean resources are not consumable.

      Note:

      Non-consumable resources are ignored in rusage sections. When LSF_STRICT_RESREQ=Y in `lsf.conf`, LSF rejects resource requirement strings where an rusage section contains a non-consumable resource.

```
Begin Resource
RESOURCENAME  TYPE    INTERVAL INCREASING CONSUMABLE DESCRIPTION  # Keywords
   patchrev   Numeric  ()        Y         ()         (Patch revision)
   specman    Numeric  ()        N         ()         (Specman)
   switch     Numeric  ()        Y         N          (Network Switch)
```

```
   rack       String   ()       ()       ()        (Server room rack)
   owner      String   ()       ()       ()        (Owner of the host)
   elimres    Numeric  10       Y        ()        (elim generated index)
End Resource
```

3. Run **lsfinfo -l** to view consumable resources.

```
lsinfo -l switch
RESOURCE_NAME:  switch
DESCRIPTION: Network Switch
TYPE    ORDER   INTERVAL  BUILTIN  DYNAMIC  RELEASE CONSUMABLE
Numeric   Inc          0       No       No      No         No

lsinfo -l specman
RESOURCE_NAME:  specman
DESCRIPTION: Specman
TYPE    ORDER   INTERVAL  BUILTIN  DYNAMIC  RELEASE CONSUMABLE
Numeric   Dec          0       No       No      Yes        Yes
```

Resources required for JSDL

The following resources are pre-defined to support the submission of jobs using JSDL files.

```
Begin Resource
RESOURCENAME TYPE  INTERVAL INCREASING DESCRIPTION
osname       String   600   ()        (OperatingSystemName)
osver        String   600   ()        (OperatingSystemVersion)
cpuarch      String   600   ()        (CPUArchitectureName)
cpuspeed     Numeric  60    Y         (IndividualCPUSpeed)
bandwidth    Numeric  60    Y         (IndividualNetworkBandwidth)
End Resource
```

Configure lsf.cluster.*cluster_name* Host section

The Host section is the only required section in `lsf.cluster.`*`cluster_name`*. It lists all the hosts in the cluster and gives configuration information for each host. The Host section must precede the ResourceMap section.

1. Define the resource names as strings in the Resource section of `lsf.shared`.

   List any number of resources, enclosed in parentheses and separated by blanks or tabs.

   Use the RESOURCES column to associate static Boolean resources with particular hosts.

2. Optional. To define shared resources across hosts, use the ResourceMap section.

   String resources cannot contain spaces. Static numeric and string resources both use following syntax:

   resource_name=resource_value

   - *Resource_value* must be alphanumeric.
   - For dynamic numeric and string resources, use *resource_name* directly.

   Note:

   If resources are defined in both the resource column of the Host section and the ResourceMap section, the definition in the resource column takes effect.

Example

```
Begin   Host
HOSTNAME  model type server r1m  mem  swp RESOURCES  #Keywords
hostA     !     !    1      3.5  ()   ()  (mg elimres patchrev=3 owner=user1)
```

```
hostB     !     !    1      3.5  ()   ()  (specman=5 switch=1 owner=test)
hostC     !     !    1      3.5  ()   ()  (switch=2 rack=rack2_2_3 owner=test)
hostD     !     !    1      3.5  ()   ()  (switch=1 rack=rack2_2_3 owner=test)
End     Host
```

Configure lsf.cluster.*cluster_name* ResourceMap section

Resources are associated with the hosts for which they are defined in the ResourceMap section of `lsf.cluster.`*cluster_name*.

For each resource, specify the name (RESOURCENAME) and the hosts that have it (LOCATION).

Note:

If the ResourceMap section is not defined, then any dynamic resources specified in `lsf.shared` are not tied to specific hosts, but are shared across all hosts in the cluster.

- RESOURCENAME: The name of the resource, as defined in `lsf.shared`.
- LOCATION: The hosts that share the resource. For a static resource, you must define an initial value here as well. Do not define a value for a dynamic resource.

  Syntax:

```
([resource_value@][host_name... | all [~host_name]... | others | default] ...)
```

  - For **resource_value**, square brackets are not valid.
  - For static resources, you must include the resource value, which indicates the quantity of the resource.
  - Type square brackets around the list of hosts, as shown. You can omit the parenthesis if you only specify one set of hosts.
  - The same host cannot be in more than one instance of a resource, as indicated by square brackets. All hosts within the instance share the quantity of the resource indicated by its value.
  - The keyword all refers to all the server hosts in the cluster, collectively. Use the not operator (~) to exclude hosts or host groups.
  - The keyword others refers to all hosts not otherwise listed in the instance.
  - The keyword default refers to each host in the cluster, individually.

Most resources specified in the ResourceMap section are interpreted by LSF commands as shared resources, which are displayed using **lsload -s** or **lshosts -s**.
The exceptions are:

- Non-shared static resources
- Dynamic numeric resources specified using the default keyword. These are host-based resources and behave like the built-in load indices such as mem and swp. They are viewed using **lsload -l** or **lsload -I**.

Example

A cluster consists of hosts `host1`, `host2`, and `host3`.

```
Begin ResourceMap
RESOURCENAME   LOCATION
verilog        (5@[all ~host1 ~host2])
synopsys       (2@[host1 host2] 2@[others])
console        (1@[host1] 1@[host2] 1@[host3])
xyz            (1@[default])
End ResourceMap
```

In this example:

- 5 units of the `verilog` resource are defined on `host3` only (all hosts except `host1` and `host2`).
- 2 units of the `synopsys` resource are shared between `host1` and `host2`. 2 more units of the `synopsys` resource are defined on `host3` (shared among all the remaining hosts in the cluster).
- 1 unit of the `console` resource is defined on each host in the cluster (assigned explicitly). 1 unit of the `xyz` resource is defined on each host in the cluster (assigned with the keyword default).

Restriction:

For Solaris machines, the keyword `int` is reserved.

Resources required for JSDL:
To submit jobs using JSDL files, you must uncomment the following lines:

```
RESOURCENAME   LOCATION
osname         [default]
osver          [default]
cpuarch        [default]
cpuspeed       [default]
bandwidth      [default]
```

Reserve a static shared resource

Use resource reservation to prevent over-committing static shared resources when scheduling.

To indicate that a shared resource is to be reserved while a job is running, specify the resource name in the rusage section of the resource requirement string.

Example

You configured licenses for the Verilog application as a resource called `verilog_lic`. To submit a job to run on a host when there is a license available:

```
bsub -R "select[defined(verilog_lic)] rusage[verilog_lic=1]" myjob
```

If the job can be placed, the license it uses are reserved until the job completes.

External load indices

If you have specific workload or resource requirements at your site, the LSF administrator can define *external resources*. You can use both built-in and external resources for LSF job scheduling and host selection.

External load indices report the values of dynamic external resources. A dynamic external resource is a site-specific resource with a numeric value that changes over time, such as the space available in a directory. Use the external load indices feature to make the values of dynamic external resources available to LSF, or to override the values reported for an LSF built-in load index. For detailed information about the external load indices feature, see “External Load Indices” on page 135.

Modify a built-in load index

An **`elim`** executable can be used to override the value of a built-in load index. For example, if your site stores temporary files in the `/usr/tmp` directory, you might want to monitor the amount of space available in that directory. An **`elim`** can report the space available in the `/usr/tmp` directory as the value for the tmp

built-in load index. For detailed information about how to use an **elim** to override a built-in load index, see "External Load Indices" on page 135.

Define GPU or MIC resources

You can enable LSF so applications can use Nvidia Graphic Processing Units (GPUs) or Intel MIC (Phi co-processors) in a Linux environment. LSF supports parallel jobs that request GPUs or MICs, allowing you to specify a certain number of GPUs or MICs on each node at run time, based on availability.

Specifically, LSF supports the following:

- Nvidia GPUs and Intel MICs for serial and parallel jobs. Parallel jobs should be launched by **blaunch**.
- Intel MIC (Phi co-processor) for LSF jobs in offload mode, both serial and parallel.
- CUDA 4.0 to CUDA 5.5.
- Linux x64: MIC supports Linux x64. Linux-based GPUs support x64 for REHL/Fedora/SLES.

LSF also supports the collection of metrics for GPUs and MICs using **elims** and predefined LSF resources.

Information collected by the **elim** GPU includes:

- ngpus: Total number of GPUs
- ngpus_shared: Number of GPUs in share mode
- ngpus_excl_t: Number of GPUs in exclusive thread mode
- ngpus_excl_p: Number of GPUs in exclusive process mode

ngpus_shared is a consumable resource in the lim. Its value is set to the same number of cpu cores. You can place any number of tasks on the shared mode GPU, but more tasks might degrade performance.

Information collected by the optional **elim** includes:

- ngpus_prohibited: Number of GPUs prohibited
- gpu_driver: GPU driver version
- gpu_mode*: Mode of each GPU
- gpu_temp*: Temperature of each GPU
- gpu_ecc*: ECC errors for each GPU
- gpu_model*: Model name of each GPU

Information collected by the **elim** MIC includes:

- **elim** MIC detects the number of MIC: nmics
- For each co-processor, the optional **elim** detects:
  - mic_ncores*: Number of cores
  - mic_temp*: MIC temperature
  - mic_freq*: MIC frequency
  - mic_freemem*: MIC free memory
  - mic_util*: MIC utilization
  - mic_power*: MIC total power

* If there are more than 1, an index of them is displayed, starting at 0. For example, for gpu_mode you might see gpu_mode0, gpu_mode1 and gpu_mode2

When enabling LSF support for GPU or MIC, note the following:

- With LSF 9.1.2, the old elim.gpu is replaced with the new elim.gpu.
- Checkpoint and restart are not supported.
- Preemption is not supported.
- Resource duration and decay are not supported.
- elims for CUDA 4.0 can work with CUDA 5.5.

Configure and use GPU or MIC resources

To configure and use GPU or MIC resources:

1. Binaries for base elim.gpu and elim.mic are located under $LSF_SERVERDIR. The binary for optional elim.gpu.ext.c and its Makefile are located under LSF_TOP/9.1/misc/examples/elim.gpu.ext. The binary for elim.mic.ext (script file) is located under LSF_TOP/9.1/util/elim.mic.ext.

   Ensure **elim** executables are in LSF_SERVERDIR.

   For GPU support, ensure the following 3rd party software is installed correctly:

   - CUDA driver
   - CUDA toolkit
   - NVIDIA Management Library (NVML)
   - CUDA sample is optional.
   - CUDA version should be 4.0 or higher.
   - From CUDA 5.0, the CUDA driver, CUDA toolkit and CUDA samples are in one package.
   - Nodes must have at least one Nvidia GPU from the Fermi/Kepler family. Earlier Tesla and desktop GPUs of 8800 and later cards are supported. Not all features are available for the earlier cards. Cards earlier than Fermi cards do not support ECC errors, and some do not support Temperature queries.

   For Intel Phi Co-processor support, ensure the following 3rd party software is installed correctly:

   - Intel Phi Co-processor (Knight Corner).
   - Intel MPSS version 2.1.4982-15 or newer.
   - Runtime support library/tools from Intel for Phi offload support.
2. Configure the LSF cluster that contains the GPU or MIC resources:
   - Configure lsf.shared: For GPU support, define the following resources in the Resource section, assuming that the maximum number of GPUs per host is three. The first four GPUs are provided by base **elims**. The others are optional. ngpus is not a consumable resource. Remove changes related to the old GPU solution before defining the new one:

```
Begin Resource
RESOURCENAME     TYPE      INTERVAL  INCREASING  CONSUMABLE  DESCRIPTION
ngpus            Numeric   60        N           N           (Number of GPUs)
ngpus_shared     Numeric   60        N           Y           (Number of GPUs in Shared Mode)
ngpus_excl_t     Numeric   60        N           Y           (Number of GPUs in Exclusive Thread Mode)
ngpus_excl_p     Numeric   60        N           Y           (Number of GPUs in Exclusive Process Mode)
ngpus_prohibited Numeric   60        N           N           (Number of GPUs in Prohibited Mode)
gpu_driver       String    60        ()          ()          (GPU driver version)
gpu_mode0        String    60        ()          ()          (Mode of 1st GPU)
gpu_temp0        Numeric   60        Y           ()          (Temperature of 1st GPU)
gpu_ecc0         Numeric   60        N           ()          (ECC errors on 1st GPU)
```

```
gpu_model0       String    60        ()          ()          (Model name of 1st GPU)
gpu_mode1        String    60        ()          ()          (Mode of 2nd GPU)
gpu_temp1        Numeric   60        Y           ()          (Temperature of 2nd GPU)
gpu_ecc1         Numeric   60        N           ()          (ECC errors on 2nd GPU)
gpu_model1       String    60        ()          ()          (Model name of 2nd GPU)
gpu_mode2        String    60        ()          ()          (Mode of 3rd GPU)
gpu_temp2        Numeric   60        Y           ()          (Temperature of 3rd GPU)
gpu_ecc2         Numeric   60        N           ()          (ECC errors on 3rd GPU)
gpu_model2       String    60        ()          ()          (Model name of 3rd GPU)
...
End Resource
```

For Intel Phi support, define the following resources in the Resource section. The first resource (nmics) is required. The others are optional:

```
Begin Resource
RESOURCENAME TYPE    INTERVAL  INCREASING  CONSUMABLE  DESCRIPTION
nmics        Numeric 60        N           Y           (Number of MIC devices)
mic_temp0    Numeric 60        Y           N           (MIC device 0 CPU temp)
mic_temp1    Numeric 60        Y           N           (MIC device 1 CPU temp)
mic_freq0    Numeric 60        N           N           (MIC device 0 CPU freq)
mic_freq1    Numeric 60        N           N           (MIC device 1 CPU freq)
mic_power0   Numeric 60        Y           N           (MIC device 0 total power)
mic_power1   Numeric 60        Y           N           (MIC device 1 total power)
mic_freemem0 Numeric 60        N           N           (MIC device 0 free memory)
mic_freemem1 Numeric 60        N           N           (MIC device 1 free memory)
mic_util0    Numeric 60        Y           N           (MIC device 0 CPU utility)
mic_util1    Numeric 60        Y           N           (MIC device 1 CPU utility)
mic_ncores0  Numeric 60        N           N           (MIC device 0 number cores)
mic_ncores1  Numeric 60        N           N           (MIC device 1 number cores)
...
End Resource
```

Note that mic_util is a numeric resource, so **lsload** will not display it as the internal resource.

- Configure `lsf.cluster <clustername>`: For GPU support, define the following in the resource map section. The first four GPUs are provided by **elims.gpu**. The others are optional. Remove changes related to the old GPU solution before defining the new one:

  ```
  Begin ResourceMap
  RESOURCENAME      LOCATION
  ...
  ngpus             ([default])
  ngpus_shared      ([default])
  ngpus_excl_t      ([default])
  ngpus_excl_p      ([default])
  ngpus_prohibited  ([default])
  gpu_mode0         ([default])
  gpu_temp0         ([default])
  gpu_ecc0          ([default])
  gpu_mode1         ([default])
  gpu_temp1         ([default])
  gpu_ecc1          ([default])
  gpu_mode2         ([default])
  gpu_temp2         ([default])
  gpu_ecc2          ([default])
  gpu_mode3         ([default])
  gpu_temp3         ([default])
  gpu_ecc3          ([default])
  ...
  End ResourceMap
  ```

  For Intel Phi support, define the following in the ResourceMap section. The first MIC is provided by the **elim** mic. The others are optional:

  ```
  Begin ResourceMap
  RESOURCENAME      LOCATION
  ...
  ```

```
nmics             [default]
mic_temp0         [default]
mic_temp1         [default]
mic_freq0         [default]
mic_freq1         [default]
mic_power0        [default]
mic_power1        [default]
mic_freemem0      [default]
mic_freemem1      [default]
mic_util0         [default]
mic_util1         [default]
mic_ncores0       [default]
mic_ncores1       [default]
...
End ResourceMap
```

- Configure `lsb.resources`: Optionally, for `ngpus_shared`, `gpuexcl_t`, `gpuexcl_p` and `nmics`, you can set attributes in the **ReservationUsage** section with the following values:

```
Begin ReservationUsage
RESOURCE         METHOD        RESERVE
ngpus_shared     PER_HOST      N
ngpus_excl_t     PER_HOST      N
ngpus_excl_p     PER_HOST      N
nmics            PER_TASK      N
End ReservationUsage
```

  If this file has no configuration for GPU or MIC resources, by default LSF considers all resources as PER_HOST.

3. Use **lsload –l** to show GPU/MIC resources:

```
$ lsload -I nmics:ngpus:ngpus_shared:ngpus_excl_t:ngpus_excl_p
HOST_NAME       status nmics ngpus ngpus_shared ngpus_excl_t ngpus_excl_p
hostA           ok      -    3.0   12.0         0.0          0.0
hostB           ok     1.0    -     -            -            -
hostC           ok     1.0    -     -            -            -
hostD           ok     1.0    -     -            -            -
hostE           ok     1.0    -     -            -            -
hostF           ok      -    3.0    12.0         0.0          0.0
hostG           ok      -    3.0    12.0         0.0          1.0
hostH           ok      -    3.0    12.0         1.0          0.0
hostI           ok     2.0    -      -           -            -
```

4. Use **bhost –l** to see how the LSF scheduler has allocated GPU or MIC resources. These resources are treated as normal host-based resources:

```
$ bhosts -l hostA
HOST  hostA
STATUS   CPUF  JL/U   MAX  NJOBS  RUN  SSUSP  USUSP  RSV DISPATCH_WINDOW
ok       60.00  -     12   2      2    0      0      0   -

CURRENT LOAD USED FOR SCHEDULING:
         r15s  r1m  r15m  ut  pg   io  ls it tmp  swp   mem   slots nmics
Total    0.0   0.0  0.0   0%  0.0  3   4  0  28G  3.9G  22.5G  10   0.0
Reserved 0.0   0.0  0.0   0%  0.0  0   0  0  0M   0M    0M      -    -

          ngpus ngpus_shared ngpus_excl_t ngpus_excl_p
Total     3.0   10.0         0.0          0.0
Reserved  0.0   2.0          0.0          0.0

LOAD THRESHOLD USED FOR SCHEDULING:
           r15s  r1m  r15m  ut  pg  io  ls  it  tmp  swp  mem
loadSched   -    -     -    -   -   -   -   -   -    -    -
loadStop    -    -     -    -   -   -   -   -   -    -    -

            nmics ngpus ngpus_shared ngpus_excl_t ngpus_excl_p
loadSched   -     -     -            -            -
loadStop    -     -     -            -            -
```

5. Use **lshosts –l** to see the information for GPUs and Phi co-processors collected by **elim**:

```
$ lshosts -l hostA

HOST_NAME:  hostA
type    model        cpuf ncpus ndisks maxmem maxswp maxtmp rexpri server nprocs ncores nthreads
X86_64  Intel_EM64T  60.0 12    1      23.9G  3.9G   40317M 0      Yes    2      6      1

RESOURCES: (mg)
RUN_WINDOWS:  (always open)

LOAD_THRESHOLDS:
r15s  r1m  r15m ut pg io ls it tmp swp mem nmics ngpus ngpus_shared ngpus_excl_t ngpus_excl_p
-     3.5  -    -  -  -  -  -  -   -   -   -     -     -            -            -
```

6. Submit jobs: Use the Selection string to choose the hosts which have GPU or MIC resources. Use **rusage[]** to tell LSF how many GPU or MIC resources to use. The following are some examples:
   - Use a GPU in shared mode:

     ```
     bsub -R "select[ngpus>0] rusage [ngpus_shared=2]" gpu_app
     ```
   - Use a GPU in exclusive thread mode for a PMPI job:

     ```
     bsub -n 2 -R "select[ngpus>0] rusage[ngpus_excl_t=2]" mpirun -lsf
     gpu_app1
     ```
   - Use a GPU in exclusive process mode for a PMPI job:

     ```
     bsub -n 4 -R "select[ngpus>0] rusage[ngpus_excl_p=2]" mpirun –lsf
     gpu_app2
     ```
   - Use MIC in a PMPI job:

     ```
     bsub -n 4 -R "rusage[nmics=2]" mpirun –lsf mic_app
     ```
   - Request Phi co-processors:

     ```
     bsub -R "rusage[nmics=n]"
     ```
   - Consume one MIC on the execution host:

     ```
     bsub -R "rusage[nmics=1]" mic_app
     ```
   - Run the job on one host and consume 2 MICs on that host:

     ```
     bsub -R "rusage[nmics=2]" mic_app
     ```
   - Run a job on 1 host with 8 tasks on it, using 2 **ngpus_excl_p** in total:

     ```
     bsub -n 8 -R "select[ngpus > 0] rusage[ngpus_excl_p=2] span[hosts=1]"
     mpirun -lsf gpu_app2
     ```
   - Run a job on 8 hosts with 1 task per host, where every task uses 2 **gpushared** per host:

     ```
     bsub -n 8 -R "select[ngpus > 0] rusage[ngpus_shared=2] span[ptile=1]"
     mpirun -lsf gpu_app2
     ```
   - Run a job on 4 hosts with 2 tasks per host, where the tasks use a total of 2 **ngpus_excl_t** per host.

     ```
     bsub -n 8 -R "select[ngpus > 0] rusage[ngpus_excl_t=2] span[ptile=2]"
     mpirun -lsf gpu_app2
     ```

External Load Indices

External load indices report the values of dynamic external resources. A dynamic external resource is a customer-defined resource with a numeric value that changes over time, such as the space available in a directory. Use the external load indices feature to make the values of dynamic external resources available to LSF, or to override the values reported for an LSF built-in load index.

About external load indices

LSF bases job scheduling and host selection decisions on the resources available within your cluster. A *resource* is a characteristic of a host (such as available memory) or a cluster that LSF uses to make job scheduling and host selection decisions.

A *static resource* has a value that does not change, such as a host's maximum swap space. A *dynamic resource* has a numeric value that changes over time, such as a host's currently available swap space. *Load indices* supply the values of dynamic resources to a host's load information manager (LIM), which periodically collects those values.

LSF has a number of built-in load indices that measure the values of dynamic, *host-based resources* (resources that exist on a single host)—for example, CPU, memory, disk space, and I/O. You can also define *shared resources* (resources that hosts in your cluster share) and make these values available to LSF to use for job scheduling decisions.

If you have specific workload or resource requirements at your site, the LSF administrator can define *external resources*. You can use both built-in and external resources for LSF job scheduling and host selection.

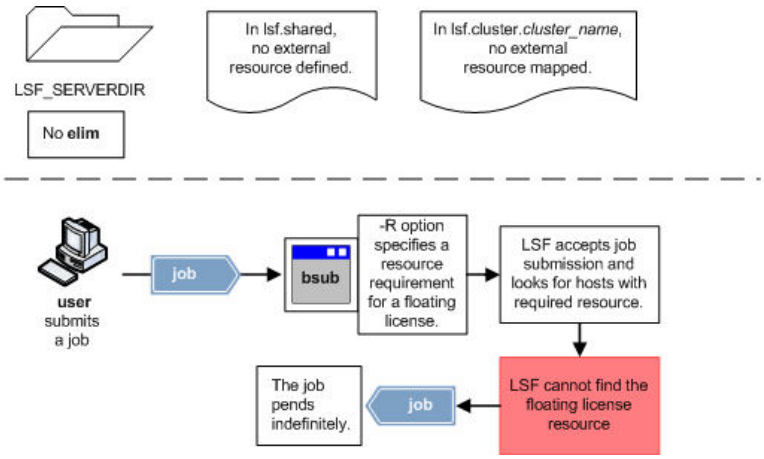
To supply the LIM with the values of dynamic external resources, either host-based or shared, the LSF administrator writes a site-specific executable called an *external load information manager* (**elim**) executable. The LSF administrator programs the **elim** to define external load indices, populate those indices with the values of dynamic external resources, and return the indices and their values to stdout. An **elim** can be as simple as a small script, or as complicated as a sophisticated C program.

Note:

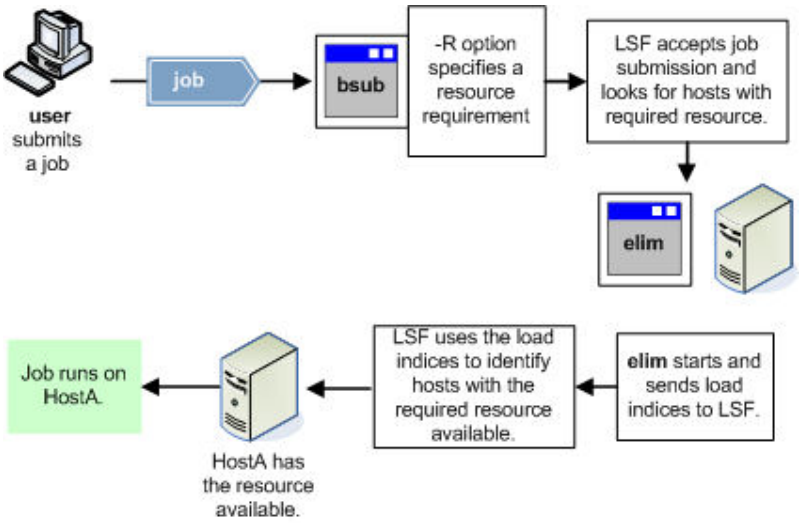
LSF does not include a default **elim**; you should write your own executable to meet the requirements of your site.

The following illustrations show the benefits of using the external load indices feature.

Default behavior (feature not enabled)



With external load indices enabled



Scope

Applicability	Details
Operating system	• UNIX • Windows • A mix of UNIX and Windows hosts
Dependencies	• UNIX and Windows user accounts must be valid on all hosts in the cluster and must have the correct permissions to successfully run jobs. • All **elim** executables run under the same user account as the load information manager (LIM)—by default, the LSF administrator (lsfadmin) or root account. • External dynamic resources (host-based or shared) must be defined in `lsf.shared`.

Configuration to enable external load indices

To enable the use of external load indices, you must

- Define the dynamic external resources in `lsf.shared`. By default, these resources are host-based (local to each host) until the LSF administrator configures a resource-to-host-mapping in the ResourceMap section of `lsf.cluster.`*`cluster_name`*. The presence of the dynamic external resource in `lsf.shared` and `lsf.cluster.`*`cluster_name`* triggers LSF to start the **elim** executables.
- Map the external resources to hosts in your cluster in `lsf.cluster.`*`cluster_name`*.

  Important:

  You must run the command `lsadmin reconfig` followed by `badmin mbdrestart` to apply changes.
- Create one or more **elim** executables in the directory specified by the parameter **LSF_SERVERDIR**. LSF does not include a default **elim**; you should write your own executable to meet the requirements of your site. The section Create an elim executable provides guidelines for writing an **elim**.

GPFS ELIM

IBM® General Parallel File System (GPFS™) is a high performance cluster file system. GPFS is a shared disk file system that supports the AIX®, Linux, and Windows operating systems. The main differentiator in GPFS is that it is not a clustered File System but a parallel File System. This means that GPFS can scale almost infinitely. Using Platform RTM, you can monitor GPFS data.

In the RTM GUI, you can monitor GPFS on a per LSF host and a per LSF cluster basis either as a whole or per volume level.

Host level:

- Average MB In/Out per second
- Maximum MB In/Out per second
- Average file Reads/Writes per second
- Average file Opens/Closes/Directory Reads/Node Updates per second

Cluster level:

- MB available capacity In/Out
- Resources can be reserved and used upon present maximum available bandwidth. For example, **bsub** to reserve 100 kbytes of inbound bandwidth at cluster level for 20 minutes: **bsub –q normal –R**

  `"rusage[gtotalin=100:duration=20]" ./myapplication myapplication_options`

Configuring ELIM Script

Configure the following ELIMs in LSF before proceeding:

- `elim.gpfshost` - Monitors GPFS performance counters at LSF host level
- `elim.gpfsglobal` - Monitors available GPFS bandwidth at LSF cluster level

The ELIM Scripts are available for LSF 9.1.1 and later versions.

1. Configure the constant of `elim.gpfshost`:
   a. Configure the monitored GPFS file system name by "VOLUMES".
   b. [Optional] Configure **CHECK_INTERVAL, FLOATING_AVG_INTERVAL** and **DECIMAL_DIGITS**.

2. Configure the constant of `elim.gpfsglobal`:
   a. Configure the monitored GPFS file system name by "VOLUMES".
   b. Configure the maximum write bandwidth for each GPFS file system by **MAX_INBOUND**.
   c. Configure the maximum read bandwidth for each GPFS file system by **MAX_OUTBOUND**.
   d. [Optional] Configure **CHECK_INTERVAL, FLOATING_AVG_INTERVAL** and **DECIMAL_DIGITS**.

Configuring LSF cluster

1. Add GPFS node as an LSF server, computenode, or as master candidate.
2. Configure external load indices as LSF resources, for example:

```
gstatus                String  (30)       ()          ()
gbytesin                Numeric (30)       Y           ()
gbytesout               Numeric (30)       Y           ()
gopens                  Numeric (30)       Y           ()
gcloses                 Numeric (30)       Y           ()
greads                  Numeric (30)       Y           ()
gwrites                 Numeric (30)       Y           ()
grdir                   Numeric (30)       Y           ()
giupdate                Numeric (30)       Y           ()
gbytesin_gpfs_dev_name  Numeric (30)       Y           ()
gbytesout_gpfs_dev_name Numeric (30)       Y           ()
gtotalin                Numeric (30)       N           ()
gtotalout               Numeric (30)       N           ()
```

3. Map the external resources to hosts in the ResourceMap section of `lsf.cluster.cluster_name`. For example:

```
Begin ResourceMap
RESOURCENAME LOCATION
#GPFS Per Host Resources
gstatus            ([hostgpfs01] [hostgpfs02] [hostgpfs03])
gbytesin           ([hostgpfs01] [hostgpfs02] [hostgpfs03])
gbytesout          ([hostgpfs01] [hostgpfs02] [hostgpfs03])
gopens             ([hostgpfs01] [hostgpfs02] [hostgpfs03])
gcloses            ([hostgpfs01] [hostgpfs02] [hostgpfs03])
greads             ([hostgpfs01] [hostgpfs02] [hostgpfs03])
gwrites            ([hostgpfs01] [hostgpfs02] [hostgpfs03])
grdir              ([hostgpfs01] [hostgpfs02] [hostgpfs03])
giupdate           ([hostgpfs01] [hostgpfs02] [hostgpfs03])
gbytesin_gpfs01    ([hostgpfs01] [hostgpfs02] [hostgpfs03])
gbytesout_gpfs01   ([hostgpfs01] [hostgpfs02] [hostgpfs03])
gbytesin_gpfs02    ([hostgpfs01] [hostgpfs02] [hostgpfs03])
gbytesout_gpfs02   ([hostgpfs01] [hostgpfs02] [hostgpfs03])
#GPFS shared resources
gtotalin      [all]
gtotalout     [all]
End ResourceMap
```

4. Copy the elim executables to your cluster(`$LSF_SERVERDIR`). For example:

```
#cp elim.gpfshost elim.gpfsglobal $LSF_SERVERDIR
```

   By default, the ELIM executable is stored in `/opt/rtm/etc`.

5. Reconfigure your cluster.

```
#lsfadmin reconfig
#badmin mbdrestart
```

Define a dynamic external resource

To define a dynamic external resource for which **elim** collects an external load index value, define the following parameters in the Resource section of `lsf.shared`:

Configuration file	Parameter and syntax	Description
`lsf.shared`	**RESOURCENAME** *resource_name*	• Specifies the name of the external resource.
	TYPE Numeric	• Specifies the type of external resource: Numeric resources have numeric values. • Specify Numeric for all dynamic resources.
	INTERVAL *seconds*	• Specifies the interval for data collection by an **elim**. • For numeric resources, defining an interval identifies the resource as a dynamic resource with a corresponding external load index. **Important:** You must specify an interval: LSF treats a numeric resource with no interval as a static resource and, therefore, does not collect load index values for that resource.
	INCREASING Y | N	• Specifies whether a larger value indicates a greater load. – Y— a larger value indicates a greater load. For example, if you define an external load index, the larger the value, the heavier the load. – N— a larger value indicates a lighter load.
	RELEASE Y | N	• For shared resources only, specifies whether LSF releases the resource when a job that uses the resource is suspended. – Y— Releases the resource. – N— Holds the resource.
	DESCRIPTION *description*	• Enter a brief description of the resource. • The **lsinfo** command and the ls_info() API call return the contents of the **DESCRIPTION** parameter.

Map an external resource

Once external resources are defined in `lsf.shared`, they must be mapped to hosts in the ResourceMap section of `lsf.cluster.`*`cluster_name`*.

Configuration file	Parameter and syntax	Default behavior
`lsf.cluster.` *`cluster_name`*	**RESOURCENAME***resource_name*	• Specifies the name of the external resource as defined in the Resource section of `lsf.shared`.
	LOCATION • ([all]) | ([all ~*host_name* ...])	• Maps the resource to the master host only; all hosts share a single instance of the dynamic external resource. • To prevent specific hosts from accessing the resource, use the not operator (~) and specify one or more host names. All other hosts can access the resource.
	• [default]	• Maps the resource to all hosts in the cluster; every host has an instance of the dynamic external resource. • If you use the default keyword for any external resource, all **elim** executables in **LSF_SERVERDIR** run on all hosts in the cluster. For information about how to control which **elim** executables run on each host, see the section How LSF determines which hosts should run an elim executable.
	• ([*host_name* ...]) | ([*host_name* ...] [*host_name* ...])	• Maps the resource to one or more specific hosts. • To specify sets of hosts that share a dynamic external resource, enclose each set in square brackets ([ ]) and use a space to separate each host name.

Create an elim executable

You can write one or more **elim** executables. The load index names defined in your **elim** executables must be the same as the external resource names defined in the `lsf.shared` configuration file.

All **elim** executables must

- Be located in **LSF_SERVERDIR** and follow these naming conventions:

Operating system	Naming convention
UNIX	LSF_SERVERDIR\elim.*application*
Windows	LSF_SERVERDIR\elim.*application*.exe or LSF_SERVERDIR\elim.*application*.bat

Restriction:

The name **elim.user** is reserved for backward compatibility. Do not use the name **elim.user** for your application-specific **elim**.

Note:

LSF invokes any **elim** that follows this naming convention,—move backup copies out of **LSF_SERVERDIR** or choose a name that does not follow the convention. For example, use elim_backup instead of elim.backup.

- Exit upon receipt of a SIGTERM signal from the load information manager (LIM).
- Periodically output a *load update string* to stdout in the format *number_indices index_name index_value* [*index_name index_value ...*] where

Value	Defines
number_indices	• The number of external load indices that are collected by the **elim**.
index_name	• The name of the external load index.
index_value	• The external load index value that is returned by your **elim**.

For example, the string

```
3 tmp2 47.5 nio 344.0 tmp 5
```

reports three indices: tmp2, nio and tmp, with values 47.5, 344.0, and 5, respectively.

•
  - The load update string must be end with only one \n or only one space. In Windows, echo will add \n.
  - The load update string must report values between -INFINIT_LOAD and INFINIT_LOAD as defined in the lsf.h header file.
  - The **elim** should ensure that the entire load update string is written successfully to stdout. Program the **elim** to exit if it fails to write the load update string to stdout.
    - If the **elim** executable is a C program, check the return value of printf(3s).
    - If the **elim** executable is a shell script, check the return code of /bin/echo(1).

- If the **elim** executable is implemented as a C program, use `setbuf(3)` during initialization to send unbuffered output to stdout.
- Each LIM sends updated load information to the master LIM every 15 seconds; the **elim** executable should write the load update string at most once every 15 seconds. If the external load index values rarely change, program the elim to report the new values only when a change is detected.

If you map any external resource as default in `lsf.cluster.`*`cluster_name`*, all **elim** executables in **LSF_SERVERDIR** run on all hosts in the cluster. If `LSF_SERVERDIR` contains more than one **elim** executable, you should include a header that checks whether the **elim** is programmed to report values for the resources expected on the host. For detailed information about using a checking header, see the section How environment variables determine elim hosts.

Overriding built-in load indices

An **elim** executable can be used to override the value of a built-in load index. For example, if your site stores temporary files in the `/usr/tmp` directory, you might want to monitor the amount of space available in that directory. An **elim** can report the space available in the `/usr/tmp` directory as the value for the tmp built-in load index.

To override a built-in load index value, write an **elim** executable that periodically measures the value of the dynamic external resource and writes the numeric value to standard output. The external load index must correspond to a numeric, dynamic external resource as defined by **TYPE** and **INTERVAL** in `lsf.shared`.

You can find the built-in load index type and name in the **lsinfo** output.

For example, an **elim** collects available space under `/usr/tmp` as 20M. Then, it can report the value as available tmp space (the built-in load index tmp) in the load update string: 1 tmp 20.

The following built-in load indices cannot be overridden by **elim**: logins, idle, cpu, and swap

Setting up an ELIM to support JSDL

To support the use of Job Submission Description Language (JSDL) files at job submission, LSF collects the following load indices:

Attribute name	Attribute type	Resource name
OperatingSystemName	string	osname
OperatingSystemVersion	string	osver
CPUArchitectureName	string	cpuarch
IndividualCPUSpeed	int64	cpuspeed
IndividualNetworkBandwidth	int64	bandwidth (This is the maximum bandwidth).

The file `elim.jsdl` is automatically configured to collect these resources. To enable the use of `elim.jsdl`, uncomment the lines for these resources in the ResourceMap section of the file `lsf.cluster.`*`cluster_name`*.

Example of an elim executable

See the section How environment variables determine elim hosts for an example of a simple **elim** script.

You can find more **elim** examples in the LSF_MISC/examples directory. The elim.c file is an **elim** written in C. You can modify this example to collect the external load indices that are required at your site.

External load indices behavior

How LSF manages multiple elim executables

The LSF administrator can write one **elim** executable to collect multiple external load indices, or the LSF administrator can divide external load index collection among multiple **elim** executables. On each host, the load information manager (LIM) starts a master **elim** (MELIM), which manages all **elim** executables on the host and reports the external load index values to the LIM. Specifically, the MELIM

- Starts **elim** executables on the host. The LIM checks the ResourceMap section **LOCATION** settings (default, all, or host list) and directs the MELIM to start **elim** executables on the corresponding hosts.

  Note:

  If the ResourceMap section contains even one resource mapped as default, and if there are multiple **elim** executables in **LSF_SERVERDIR**, the MELIM starts all of the **elim** executables in **LSF_SERVERDIR** on all hosts in the cluster. Not all of the **elim** executables continue to run, however. Those that use a checking header could exit with **ELIM_ABORT_VALUE** if they are not programmed to report values for the resources listed in **LSF_RESOURCES**.
- Restarts an **elim** if the **elim** exits. To prevent system-wide problems in case of a fatal error in the **elim**, the maximum restart frequency is once every 90 seconds. The MELIM does *not* restart any **elim** that exits with **ELIM_ABORT_VALUE**.
- Collects the load information reported by the **elim** executables.
- Checks the syntax of load update strings before sending the information to the LIM.
- Merges the load reports from each **elim** and sends the merged load information to the LIM. If there is more than one value reported for a single resource, the MELIM reports the latest value.
- Logs its activities and data into the log file LSF_LOGDIR/melim.log.*host_name*
- Increases system reliability by buffering output from multiple **elim** executables; failure of one **elim** does not affect other **elim** executables running on the same host.

How LSF determines which hosts should run an elim executable

LSF provides configuration options to ensure that your **elim** executables run only when they can report the resources values expected on a host. This maximizes system performance and simplifies the implementation of external load indices. To control which hosts run **elim** executables, you

- Must map external resource names to locations in lsf.cluster.*cluster_name*
- Optionally, use the environment variables **LSF_RESOURCES**, **LSF_MASTER**, and **ELIM_ABORT_VALUE** in your **elim** executables

How resource mapping determines elim hosts

The following table shows how the resource mapping defined in `lsf.cluster.`*`cluster_name`* determines the hosts on which your **elim** executables start.

If the specified LOCATION is ...	Then the elim executables start on ...
• ([all]) | ([all ~*host_name* ...])	• The master host because all hosts in the cluster (except those identified by the not operator [~]) share a single instance of the external resource.
• [default]	• Every host in the cluster because the default setting identifies the external resource as host-based. • If you use the default keyword for any external resource, all **elim** executables in **LSF_SERVERDIR** run on all hosts in the cluster. For information about how to program an **elim** to exit when it cannot collect information about resources on a host, see How environment variables determine elim hosts.
• ([*host_name* ...]) | ([*host_name* ...] [*host_name* ...])	• On the specified hosts. • If you specify a set of hosts, the **elim** executables start on the first host in the list. For example, if the **LOCATION** in the ResourceMap section of `lsf.cluster.`*`cluster_name`* is `([hostA hostB hostC] [hostD hostE hostF])`: – LSF starts the **elim** executables on hostA and hostD to report values for the resources shared by that set of hosts. – If the host reporting the external load index values becomes unavailable, LSF starts the **elim** executables on the next available host in the list. In this example, if hostA becomes unavailable, LSF starts the **elim** executables on hostB. – If hostA becomes available again, LSF starts the **elim** executables on hostA and shuts down the **elim** executables on hostB.

How environment variables determine elim hosts

If you use the default keyword for any external resource in `lsf.cluster.`*`cluster_name`*, all **elim** executables in **LSF_SERVERDIR** run on all hosts in the cluster. You can control the hosts on which your **elim** executables run by using the environment variables **LSF_MASTER**, **LSF_RESOURCES**, and **ELIM_ABORT_VALUE**. These environment variables provide a way to ensure that **elim** executables run only when they are programmed to report the values for resources expected on a host.

- **LSF_MASTER**—You can program your **elim** to check the value of the **LSF_MASTER** environment variable. The value is `Y` on the master host and `N` on all other hosts. An **elim** executable can use this parameter to check the host on which the **elim** is currently running.
- **LSF_RESOURCES**—When the LIM starts an MELIM on a host, the LIM checks the resource mapping defined in the ResourceMap section of `lsf.cluster.`*`cluster_name`*. Based on the mapping location (default, all, or a host list), the LIM sets **LSF_RESOURCES** to the list of resources expected on the host.

  When the location of the resource is defined as default, the resource is listed in LSF_RESOURCES on the server hosts. When the location of the resource is defined as all, the resource is only listed in LSF_RESOURCES on the master host.

  Use **LSF_RESOURCES** in a checking header to verify that an **elim** is programmed to collect values for at least one of the resources listed in **LSF_RESOURCES**.
- **ELIM_ABORT_VALUE**—An **elim** should exit with **ELIM_ABORT_VALUE** if the **elim** is not programmed to collect values for at least one of the resources listed in **LSF_RESOURCES**. The MELIM does not restart an **elim** that exits with **ELIM_ABORT_VALUE**. The default value is 97.

The following sample code shows how to use a header to verify that an **elim** is programmed to collect load indices for the resources expected on the host. If the **elim** is not programmed to report on the requested resources, the **elim** does not need to run on the host.

```
#!/bin/sh
# list the resources that the elim can report to lim
my_resource="myrsc"
# do the check when $LSF_RESOURCES is defined by lim
if [ -n "$LSF_RESOURCES" ]; then
# check if the resources elim can report are listed in $LSF_RESOURCES
res_ok=`echo " $LSF_RESOURCES " | /bin/grep " $my_resource " `
# exit with $ELIM_ABORT_VALUE if the elim cannot report on at least
# one resource listed in $LSF_RESOURCES
    if [ "$res_ok" = "" ] ; then
        exit $ELIM_ABORT_VALUE
    fi
 fi
while [ 1 ];do
# set the value for resource "myrsc"
val="1"
# create an output string in the format:
# number_indices index1_name index1_value...
reportStr="1 $my_resource $val"
 echo "$reportStr"
# wait for 30 seconds before reporting again
sleep 30
done
```

Configuration to modify external load indices

Configuration file	Parameter and syntax	Behavior
`lsf.cluster.` *`cluster_name`* Parameters section	**`ELIMARGS`**=*cmd_line_args*	• Specifies the command-line arguments that are required by an **`elim`** on startup.
	`ELIM_POLL_INTERVAL`=*seconds*	• Specifies the frequency with which the LIM samples external load index information from the MELIM.
	`LSF_ELIM_BLOCKTIME=`*seconds*	• UNIX only. Specifies how long the MELIM waits before restarting an **`elim`** that fails to send a complete load update string. • The MELIM does not restart an **`elim`** that exits with **`ELIM_ABORT_VALUE`**.
	`LSF_ELIM_DEBUG`=`y`	• UNIX only. Used for debugging; logs all load information received from **`elim`** executables to the MELIM log file (`melim.log.`*`host_name`*).
	`LSF_ELIM_RESTARTS=`*integer*	• UNIX only. Limits the number of times an **`elim`** can be restarted. • You must also define either **`LSF_ELIM_DEBUG`** or **`LSF_ELIM_BLOCKTIME`**. • Defining this parameter prevents an ongoing restart loop in the case of a faulty **`elim`**.

External load indices commands

Commands to submit workload

Command	Description
`bsub -R "res_req" [-R "res_req"] ...`	• Runs the job on a host that meets the specified resource requirements. • If you specify a value for a dynamic external resource in the resource requirements string, LSF uses the most recent values that are provided by your **elim** executables for host selection. • For example: – Define a dynamic external resource called "usr_tmp" that represents the space available in the `/usr/tmp` directory. – Write an **elim** executable to report the value of usr_tmp to LSF. – To run the job on hosts that have more than 15 MB available in the `/usr/tmp` directory, run the command `bsub -R "usr_tmp > 15" myjob` – LSF uses the external load index value for usr_tmp to locate a host with more than 15 MB available in the `/usr/tmp` directory.

Commands to monitor

Command	Description
lsload	• Displays load information for all hosts in the cluster on a per host basis.
lsload -R "*res_req*"	• Displays load information for specific resources.

Commands to control

Command	Description
`lsadmin reconfig` followed by `badmin mbdrestart`	• Applies changes when you modify `lsf.shared` or `lsf.cluster.`*`cluster_name`*.

Commands to display configuration

Command	Description
`lsinfo`	• Displays configuration information for all resources, including the external resources that are defined in `lsf.shared`.

Command	Description
lsinfo -l	• Displays detailed configuration information for external resources.
lsinfo *resource_name* ...	• Displays configuration information for the specified resources.
bhosts -s	• Displays information about numeric shared resources, including which hosts that share each resource.
bhosts -s *shared_resource_name* ...	• Displays configuration information for the specified resources.

Managing Users and User Groups

View user and user group information

You can display information about LSF users and user groups using the **busers** and **bugroup** commands.

The **busers** command displays information about users and user groups. The default is to display information about the user who invokes the command. The **busers** command displays:

- Maximum number of jobs a user or group may execute on a single processor
- Maximum number of job slots a user or group may use in the cluster
- Maximum number of pending jobs a user or group may have in the system.
- Total number of job slots required by all submitted jobs of the user
- Number of job slots in the PEND, RUN, SSUSP, and USUSP states

The **bugroup** command displays information about user groups and which users belong to each group.

The **busers** and **bugroup** commands have additional options. See the **busers(1)** and **bugroup(1)** man pages for more details.

Restriction:

The keyword all is reserved by LSF. Ensure that no actual users are assigned the user name "all."

View user information

Run **busers all**.

```
busers all
USER/GROUP  JL/P  MAX  NJOBS  PEND  RUN   SSUSP  USUSP  RSV
default       12    -      -     -    -       -      -    -
user9          1   12     34    22   10       2      0    0
groupA         -  100     20     7   11       1      1    0
```

View user pending job threshold information

Run **busers -w**, which displays the pending job threshold column at the end of the **busers all** output.

```
busers -w
USER/GROUP  JL/P  MAX  NJOBS  PEND  RUN   SSUSP  USUSP  RSV   MPEND
default       12    -      -     -    -       -      -    -      10
user9          1   12     34    22   10       2      0    0     500
groupA         -  100     20     7   11       1      1    0  200000
```

View user group information

Run **bugroup**.

```
bugroup
GROUP_NAME           USERS
testers              user1 user2
engineers            user3 user4 user10 user9
develop              user4 user10 user11 user34 engineers/
system               all users
```

View user share information

Run **bugroup -l**, which displays user share group membership information in long format.

```
bugroup -l
GROUP_NAME:  testers
USERS:       user1 user2
SHARES:      [user1, 4] [others, 10]

GROUP_NAME:  engineers
USERS:       user3 user4 user10 user9
SHARES:      [others, 10] [user9, 4]

GROUP_NAME:  system
USERS:       all users
SHARES:      [user9, 10] [others, 15]

GROUP_NAME:  develop
USERS:       user4 user10 user11 engineers/
SHARES:      [engineers, 40] [user4, 15] [user10, 34] [user11, 16]
```

View user group admin information

If user group administrators are configured in the **UserGroup** sections of `lsb.users` they appear in **bugroup** output.

Run **bugroup -w**, which displays the user group configuration without truncating columns.

```
bugroup -w
GROUP_NAME    USERS                    GROUP_ADMIN
engineering   user2 groupX groupZ      adminA[usershares]
drafting      user1 user10 user12      adminA adminB[full]
```

About user groups

User groups act as aliases for lists of users. The administrator can also limit the total number of running jobs belonging to a user or a group of users.

You can define user groups in LSF in several ways:

- Use existing user groups in the configuration files
- Create LSF-specific user groups
- Use an external executable to retrieve user group members

If desired, you can use all three methods, provided the user and group names are different.

Existing user groups as LSF user groups

User groups already defined in your operating system often reflect existing organizational relationships among users. It is natural to control computer resource access using these existing groups.

You can specify existing UNIX user groups anywhere an LSF user group can be specified.

How LSF recognizes UNIX user groups

Only group members listed in the `/etc/group` file or the file `group.byname` NIS map are accepted. The user's primary group as defined in the `/etc/passwd` file is ignored.

The first time you specify a UNIX user group, LSF automatically creates an LSF user group with that name, and the group membership is retrieved by **getgrnam**(3) on the master host at the time **mbatchd** starts. The membership of the group might be different from the one on another host. Once the LSF user group is created, the corresponding UNIX user group might change, but the membership of the LSF user group is not updated until you reconfigure LSF (**badmin**). To specify a UNIX user group that has the same name as a user, use a slash (/) immediately after the group name: *group_name*/.

Requirements

UNIX group definitions referenced by LSF configuration files must be uniform across all hosts in the cluster. Unexpected results can occur if the UNIX group definitions are not homogeneous across machines.

How LSF resolves users and user groups with the same name

If an individual user and a user group have the same name, LSF assumes that the name refers to the individual user. To specify the group name, append a slash (/) to the group name.

For example, if you have both a user and a group named `admin` on your system, LSF interprets `admin` as the name of the user, and `admin/` as the name of the group.

Where to use existing user groups

Existing user groups can be used in defining the following parameters in LSF configuration files:

- USERS in `lsb.queues` for authorized queue users
- USER_NAME in `lsb.users` for user job slot limits
- USER_SHARES (optional) in `lsb.hosts` for host partitions or in `lsb.queues` or `lsb.users` for queue fairshare policies

LSF user groups

You can define an LSF user group within LSF or use an external executable to retrieve user group members.

User groups configured within LSF can have user group administrators configured, delegating responsibility for job control away from cluster administrators.

Use **bugroup** to view user groups and members, use **busers** to view all users in the cluster.

Where to use LSF user groups

LSF user groups can be used in defining the following parameters in LSF configuration files:

- USERS and ADMINISTRATORS (optional) in `lsb.queues`
- USER_NAME in `lsb.users` for user job slot limits
- USER_SHARES (optional) in `lsb.hosts` for host partitions or in `lsb.queues` for queue fairshare policies
- USERS and PER_USER in `lsb.resources` for resource limits or resource reservation.
- USER_GROUP and ACCESS_CONTROL in `lsb.serviceclasses` for SLA access.

If you are using existing OS-level user groups instead of LSF-specific user groups, you can also specify the names of these groups in the files mentioned above.

Configure user groups

1. Log in as the LSF administrator to any host in the cluster.
2. Open `lsb.users`.
3. If the UserGroup section does not exist, add it:

```
Begin UserGroup
GROUP_NAME      GROUP_MEMBER            USER_SHARES
financial       (user1 user2 user3)     ([user1, 4] [others, 10])
system          (all)                   ([user2, 10] [others, 15])
regular_users   (user1 user2 user3 user4) -
part_time_users (!)                       -
End UserGroup
```

4. Specify the group name under the GROUP_NAME column.

   External user groups must also be defined in the **egroup** executable.
5. Specify users in the GROUP_MEMBER column.

   For external user groups, put an exclamation mark (!) in the GROUP_MEMBER column to tell LSF that the group members should be retrieved using `egroup`.

   Note:

   If `ENFORCE_UG_TREE=Y` is defined in `lsb.params`, all user groups must conform to a tree-like structure, and a user group can appear in **GROUP_MEMBER** once at most. The second and subsequent occurrence of a user group in **GROUP_MEMBER** is ignored.
6. Optional: To enable hierarchical fairshare, specify share assignments in the USER_SHARES column.
7. Save your changes.
8. Run **badmin ckconfig** to check the new user group definition. If any errors are reported, fix the problem and check the configuration again.
9. Run **badmin reconfig** to reconfigure the cluster.

Configure user group administrators

By default, user group administrators can control all jobs that are submitted by users who are members of the user group.

Note:

Define STRICT_UG_CONTROL=Y in lsb.params to:

- Configure user group administrators for user groups with all as a member
- Limit user group administrators to controlling jobs in the user group when jobs are submitted with **bsub -G**.

1. Log in as the LSF administrator to any host in the cluster.
2. Open lsb.users.
3. Edit the UserGroup section:

```
Begin UserGroup
GROUP_NAME   GROUP_MEMBER       GROUP_ADMIN
ugAdmins     (Toby Steve)      ( )
marketing    (user1 user2)      (shelley ugAdmins)
financial    (user3 user1 ugA)  (john)
engineering  (all)            ( )
End UserGroup
```

4. To enable user group administrators, specify users or user groups in the GROUP_ADMIN column.

   Separate users and user groups with spaces, and enclose each GROUP_ADMIN entry in brackets.
5. Save your changes.
6. Run **badmin ckconfig** to check the new user group definition. If any errors are reported, fix the problem and check the configuration again.
7. Run **badmin reconfig** to reconfigure the cluster.

For example, for the configuration shown and the default setting STRICT_UG_CONTROL=N in lsb.params, user1 submits a job:

```
bsub -G marketing job1.
```

job1 can be controlled by user group administrators for both the marketing and financial user groups since user1 is a member of both groups.

With STRICT_UG_CONTROL=Y defined, only the user group administrators for marketing can control job1. In addition, a user group administrator can be set for the group engineering which has all as a member.

Configure user group administrator rights:
User group administrators with rights assigned can adjust user shares, adjust group membership, and create new user groups.

1. Log in as the LSF administrator to any host in the cluster.
2. Open lsb.users.
3. Edit the UserGroup section:

```
Begin UserGroup
GROUP_NAME   GROUP_MEMBER     GROUP_ADMIN
ugAdmins     (Toby Steve)     ( )
marketing    (user1 user2)    (shelley[full] ugAdmins)
financial    (user3 ugA)      (john ugAdmins[usershares])
End UserGroup
```

4. To enable user group administrator rights, specify users or user groups in the GROUP_ADMIN column with the rights in square brackets.
   - no rights specified: user group admins can control all jobs submitted to the user group.
   - usershares: user group admins can adjust usershares using **bconf** and control all jobs submitted to the user group.

- full: user group admins can create new user groups, adjust group membership, and adjust usershares using **bconf**, as well as control all jobs submitted to the user group.

  User group admins with full rights can only add a user group member to the user group if they also have full rights for the member user group.

5. Save your changes.
6. Run **badmin ckconfig** to check the new user group definition. If any errors are reported, fix the problem and check the configuration again.
7. Run **badmin reconfig** to reconfigure the cluster.

Import external user groups (egroup)

When the membership of a user group changes frequently, or when the group contains a large number of members, you can use an external executable called **egroup** to retrieve a list of members rather than having to configure the group membership manually. You can write a site-specific `egroup` executable that retrieves user group names and the users that belong to each group. For information about how to use the external host and user groups feature, see "External Host and User Groups."

External Host and User Groups

Use the external host and user groups feature to maintain group definitions for your site in a location external to LSF, and to import the group definitions on demand.

About external host and user groups

LSF provides you with the option to configure host groups, user groups, or both. When the membership of a host or user group changes frequently, or when the group contains a large number of members, you can use an external executable called **egroup** to retrieve a list of members rather than having to configure the group membership manually. You can write a site-specific `egroup` executable that retrieves host or user group names and the hosts or users that belong to each group.

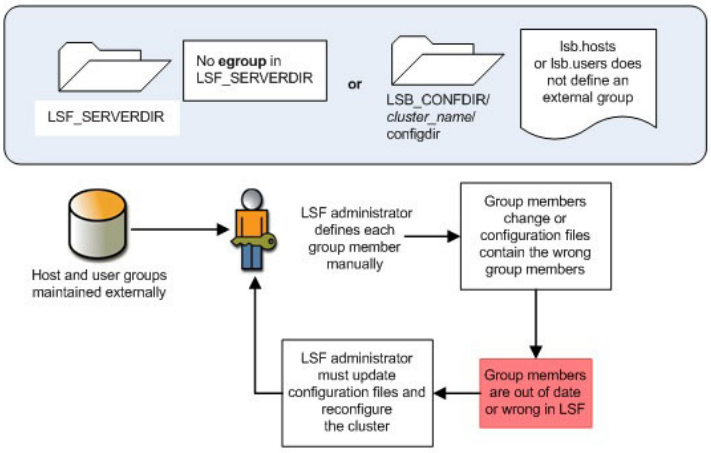
You can write your **egroup** executable to retrieve group members for:

- One or more host groups
- One or more user groups
- Any combination of host and user groups

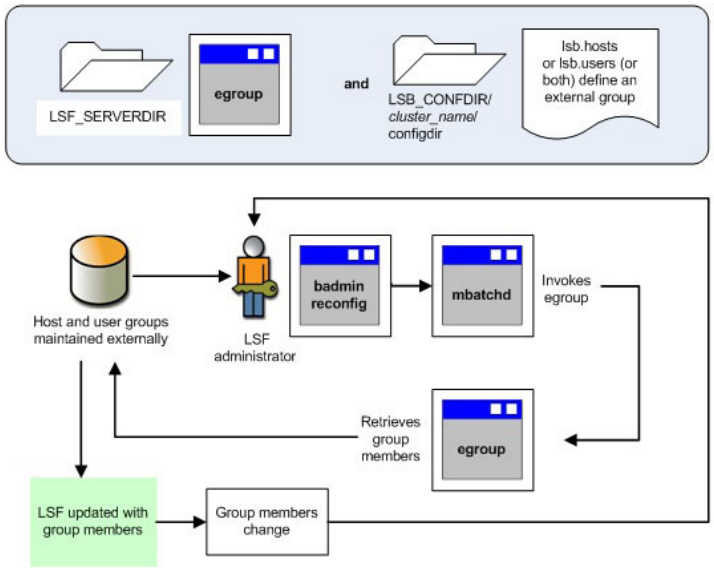
LSF does not include a default **egroup**; you should write your own executable to meet the requirements of your site.

Default behavior (feature not enabled)

The following illustrations show the benefits of using the external host and user groups feature.



With external host and user groups enabled



Scope

Applicability	Details
Operating system	• UNIX • Windows • A mix of UNIX and Windows hosts
Dependencies	• UNIX and Windows user accounts must be valid on all hosts in the cluster and must have the correct permissions to successfully run jobs. • The cluster must be reconfigured if you want to run the egroup executable to retrieve host or user group members. With a time interval specified in **EGROUP_UPDATE_INTERVAL**, egroup members can be updated automatically.
Limitations	• The egroup executable works with static hosts only; you cannot use an **egroup** executable to add a dynamically added host to a host group.
Not used with	• Host groups when you have configured EGO-enabled service-level agreement (SLA) scheduling because EGO resource groups replace LSF host groups.

Configuration to enable external host and user groups

To enable the use of external host and user groups, you must

- Define the host group in `lsb.hosts`, or the user group in `lsb.users`, and put an exclamation mark (!) in the **GROUP_MEMBER** column.
- Create an **egroup** executable in the directory specified by the environment variable **LSF_SERVERDIR** (set by `cshrc.lsf` and `profile.lsf`). LSF does not include a default **egroup**; you should write your own executable to meet the requirements of your site.
- Run the **badmin reconfig** command first to reconfigure the cluster, then wait for the cluster to be automatically reconfigured with the updated external user groups.
- The reconfiguration for external user groups (egroups) is done automatically according to the time interval you specify in **EGROUP_UPDATE_INTERVAL**.

Define an external host or user group

External host groups are defined in `lsb.hosts`, and external user groups are defined in `lsb.users`. Your **egroup** executable must define the same group names that you use in the `lsb.hosts` and `lsb.users` configuration files.

Configuration file	Parameter and syntax	Default behavior
`lsb.hosts`	**GROUP_NAME GROUP_MEMBER** *hostgroup_name* (!)	• Enables the use of an **egroup** executable to retrieve external host group members. • The *hostgroup_name* specified in `lsb.hosts` must correspond to the group name defined by the **egroup** executable. • You can configure one or more host groups to use the **egroup** executable. • LSF does not support the use of external host groups that contain dynamically added hosts.
`lsb.users`	**GROUP_NAME GROUP_MEMBER** *usergroup_name* (!)	• Enables the use of an **egroup** executable to retrieve external user group members. • The *usergroup_name* specified in `lsb.users` must correspond to the group name defined by the **egroup** executable. • You can configure one or more user groups to use the **egroup** executable.

Create an egroup executable

The **egroup** executable must

- Be located in **LSF_SERVERDIR** and follow these naming conventions:

Operating system	Naming convention
UNIX	`LSF_SERVERDIR/egroup`

Windows	`LSF_SERVERDIR\egroup.exe`
	or
	`LSF_SERVERDIR\egroup.bat`

- Run when invoked by the commands **egroup** –`m` *hostgroup_name* and **egroup** –`u` *usergroup_name*. When mbatchd finds an exclamation mark (!) in the **GROUP_MEMBER** column of `lsb.hosts` or `lsb.users`, mbatchd runs the **egroup** command to invoke your **egroup** executable.
- Output a space-delimited list of group members (hosts, users, or both) to stdout.
- Retrieve a list of static hosts only. You cannot use the **egroup** executable to retrieve hosts that have been dynamically added to the cluster.

The following example shows a simple **egroup** script that retrieves both host and user group members:

```
#!/bin/sh
if [ "$1" = "-m" ]; then #host group
    if [ "$2" = "linux_grp" ]; then #Linux hostgroup
        echo "linux01 linux 02 linux03 linux04"
    elif [ "$2" = "sol_grp" ]; then #Solaris hostgroup
        echo "Sol02 Sol02 Sol03 Sol04"
    fi
else #user group
   if [ "$2" = "srv_grp" ]; then #srvgrp user group
       echo "userA userB userC userD"
   elif [ "$2" = "dev_grp" ]; then #devgrp user group
       echo "user1 user2 user3 user4"
   fi
fi
```

External host and user groups behavior

On restart and reconfiguration, **mbatchd** invokes the egroup executable to retrieve external host and user groups and then creates the groups in memory; mbatchd does *not* write the groups to lsb.hosts or lsb.users. The **egroup** executable runs under the same user account as **mbatchd**. By default, this is the primary cluster administrator account.

Once LSF creates the groups in memory, the external host and user groups work the same way as any other LSF host and user groups, including configuration and batch command usage.

Between-Host User Account Mapping

The between-host user account mapping feature enables job submission and execution within a cluster that has different user accounts assigned to different hosts. Using this feature, you can map a local user account to a different user account on a remote host.

About between-host user account mapping

For clusters with different user accounts assigned to different hosts., between-host user account mapping allows you to submit a job from a local host and run the job as a different user on a remote host. There are two types of between-host user account mapping:

- Local user account mapping—for UNIX or Windows hosts, a user can map the local user account to a different user on a remote host
- Windows workgroup account mapping—allows LSF administrators to map all Windows workgroup users to a single Windows system account, eliminating the need to create multiple users and passwords in LSF. Users can submit and run jobs using their local user names and passwords, and LSF runs the jobs using the mapped system account name and password. With Windows workgroup account mapping, all users have the same permissions because all users map to the same Windows system account.

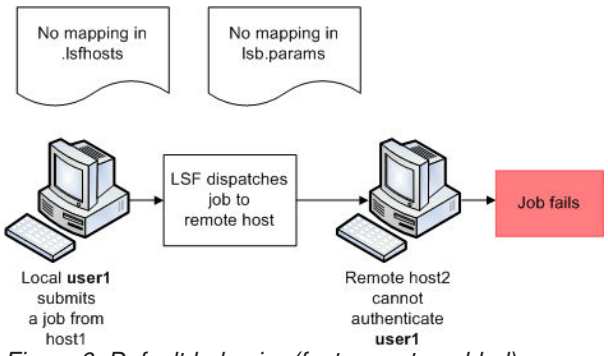


Figure 6. Default behavior (feature not enabled)

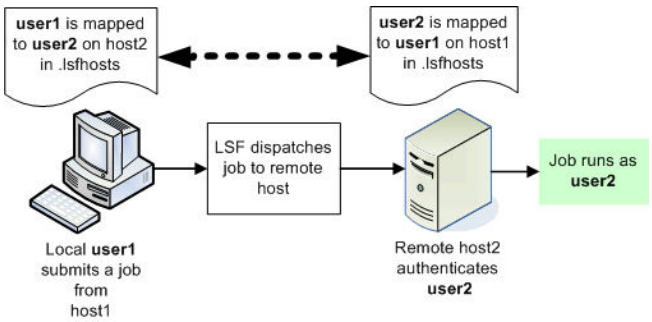


Figure 7. With local user account mapping enabled

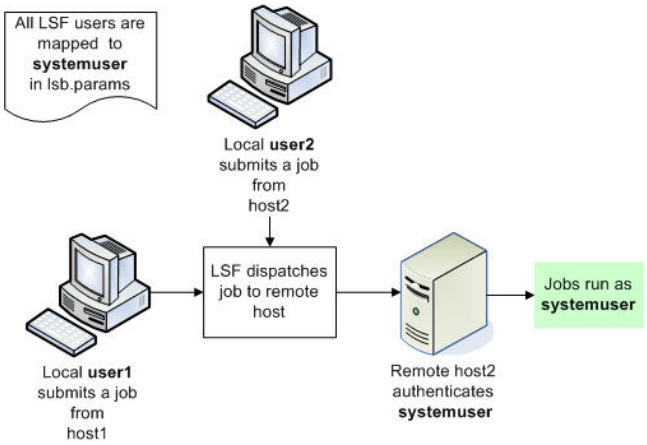


Figure 8. With Windows workgroup account mapping enabled

Scope

Applicability	Details
Operating system	• UNIX hosts • Windows hosts • A mix of UNIX and Windows hosts within a single clusters
Not required for	• A cluster with a uniform user name space • A mixed UNIX/Windows cluster in which user accounts have the same user name on both operating systems

Applicability	Details
Dependencies	• UNIX and Windows user accounts must be valid on all hosts in the cluster and must have the correct permissions to successfully run jobs. • For clusters that include both UNIX and Windows hosts, you must also enable the UNIX/Windows user account mapping feature.
Limitations	• For a MultiCluster environment that has different user accounts assigned to different hosts, you must also enable the cross-cluster user account mapping feature. Do not configure between-host user account mapping if you want to use system-level mapping in a MultiCluster environment; LSF ignores system-level mapping if mapping local user mapping is also defined in `.lsfhosts`. • For Windows workgroup account mapping in a Windows workgroup environment, all jobs run using the permissions associated with the specified system account.

Configuration to enable between-host user account mapping

Between-host user account mapping can be configured in one of the following ways:

- Users can map their local accounts at the user level in the file `.lsfhosts`. This file must reside in the user's home directory with owner read/write permissions for UNIX and owner read-write-execute permissions for Windows. It must not be readable and writable by any other user other than the owner. Save the `.lsfhosts` file without a file extension. Both the remote and local hosts must have corresponding mappings in their respective `.lsfhosts` files.
- LSF administrators can set up Windows workgroup account mapping at the system level in `lsb.params`.

Local user account mapping configuration

Local user account mapping is enabled by adding lines to the file `.lsfhosts`. Both the remote and local hosts must have corresponding mappings in their respective `.lsfhosts` files.

Configuration file	Syntax	Behavior
`.lsfhosts`	*host_name user_name* send	• Jobs sent from the local account run as *user_name* on *host_name*
	host_name user_name recv	• The local account can run jobs that are received from *user_name* submitted on *host_name*
	host_name user_name	• The local account can send jobs to and receive jobs from *user_name* on *host_name*
	+ +	• The local account can send jobs to and receive jobs from any user on any LSF host

Windows workgroup account mapping

Windows workgroup account mapping is enabled by defining the parameter **SYSTEM_MAPPING_ACCOUNT** in the file `lsb.params`.

Configuration file	Parameter and syntax	Default behavior
`lsb.params`	**SYSTEM_MAPPING_ACCOUNT** *=account*	• Enables Windows workgroup account mapping • Windows local user accounts run LSF jobs using the system account name and permissions

Between-host user account mapping behavior

Local user account mapping example

The following example describes how local user account mapping works when configured in the file `.lsfhosts` in the user's home directory. Only mappings configured in `.lsfhosts` on both the local and remote hosts work.

In the following example, the cluster contains hostA, hostB, and hostC. The account user1 is valid on all hosts except hostC, which requires a user account name of user99.

To allow ...	On ...	In the home directory of ...	.lsfhosts must contain the line ...
The account user1 to run jobs on all hosts within the cluster:			

To allow ...	On ...	In the home directory of ...	.lsfhosts must contain the line ...
• user1 to send jobs to user99 on hostC	hostA	user1	`hostC user99 send`
	hostB	user1	`hostC user99 send`
• user99 to receive jobs from user1 on either hostA or hostB	hostC	user99	`hostA user1 recv` `hostB user1 recv`

Windows workgroup account mapping example

The following example describes how Windows workgroup account mapping works when configured in the file `lsb.params`. In this example, the cluster has a Windows workgroup environment, and only the user account jobuser is valid on all hosts.

To allow ...	In lsb.params, configure ...	Behavior
All hosts within the cluster to run jobs on any other host within the cluster: • Map all local users to user account jobuser	`SYSTEM_MAPPING_ACCOUNT=jobuser`	When any local user submits an LSF job, the job runs under the account jobuser, using the permissions that are associated with the jobuser account.

Between-host user account mapping commands

Commands for submission

Command	Description
bsub	• Submits the job with the user name and password of the user who entered the command. The job runs on the execution host with the submission user name and password, unless you have configured between-host user account mapping. • With between-host user account mapping enabled, jobs that execute on a remote host run using the account name configured at the system level for Windows workgroups, or at the user level for local user account mapping.

Commands to monitor

Command	Description
bjobs -l	• Displays detailed information about jobs, including the user name of the user who submitted the job and the user name with which the job executed.
bhist -l	• Displays detailed historical information about jobs, including the user name of the user who submitted the job and the user name with which the job executed.

Commands to control

Not applicable.

Commands to display configuration

Command	Description
bparams	• Displays the value of **SYSTEM_MAPPING_ACCOUNT** defined in `lsb.params`.
badmin showconf	• Displays all configured parameters and their values set in `lsf.conf` or `ego.conf` that affect **mbatchd** and **sbatchd**. Use a text editor to view other parameters in the `lsf.conf` or `ego.conf` configuration files. • In a MultiCluster environment, displays the parameters of daemons on the local cluster.

Use a text editor to view the file `.lsfhosts`.

Cross-Cluster User Account Mapping

The cross-cluster user account mapping feature enables cross-cluster job submission and execution for a MultiCluster environment that has different user accounts assigned to different hosts. Using this feature, you can map user accounts in a local cluster to user accounts in one or more remote clusters.

About cross-cluster user account mapping

For MultiCluster environments that have different user accounts assigned to different hosts, cross-cluster user account mapping allows you to submit a job from a local host and run the job as a different user on a remote host.

Cross-Cluster User Account Mapping

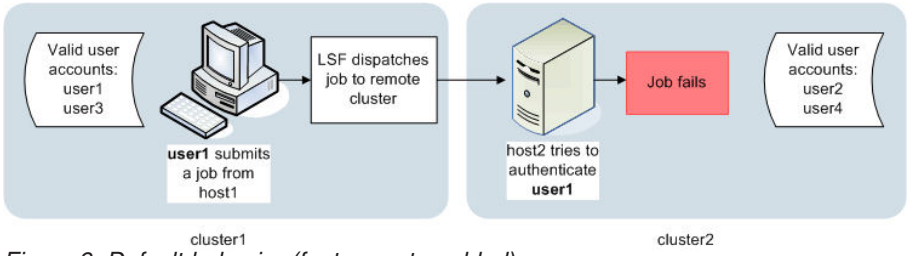


Figure 9. Default behavior (feature not enabled)

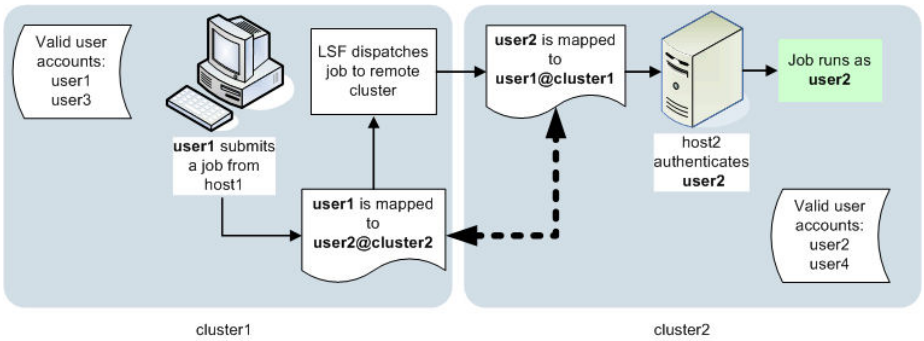


Figure 10. With cross-cluster user account mapping enabled

Scope

Applicability	Details
Operating system	• UNIX hosts • Windows hosts • A mix of UNIX and Windows hosts within one or more clusters
Not required for	• Multiple clusters with a uniform user name space
Dependencies	• UNIX and Windows user accounts must be valid on all hosts in the cluster and must have the correct permissions to successfully run jobs. • If users at your site have different user names on UNIX and Windows hosts within a single cluster, you must configure between-host user account mapping at the user level in `.lsfhosts`.

Applicability	Details
Limitations	• You cannot configure this feature at both the system-level and the user-level; LSF ignores system-level mapping if user-level mapping is also defined in `.lsfhosts`. • If one or more clusters include both UNIX and Windows hosts, you must also configure UNIX/Windows user account mapping. • If one or more clusters have different user accounts assigned to different hosts, you must also configure between-host user account mapping for those clusters, and then configure cross-cluster user account mapping at the system level only.

Configuration to enable cross-cluster user account mapping

- LSF administrators can map user accounts at the system level in the UserMap section of `lsb.users`. Both the remote and local clusters must have corresponding mappings in their respective `lsb.users` files.
- Users can map their local accounts at the user level in `.lsfhosts`. This file must reside in the user's home directory with owner read/write permissions for UNIX and owner read-write-execute permissions for Windows. Save the `.lsfhosts` file without a file extension. Both the remote and local hosts must have corresponding mappings in their respective `.lsfhosts` files.

Restriction:

Define *either* system-level or user-level mapping, but not both. LSF ignores system-level mapping if user-level mapping is also defined in `.lsfhosts`.

Configuration file	Level	Syntax	Behavior
`lsb.users`	System	Required fields: LOCAL REMOTE DIRECTION	• Maps a user name on a local host to a different user name on a remote host • Jobs that execute on a remote host run using a mapped user name rather than the job submission user name

Configuration file	Level	Syntax	Behavior
`.lsfhosts`	User	*host_name user_name* send	• Jobs sent from the local account run as *user_name* on *host_name*
		host_name user_name recv	• The local account can run jobs received from *user_name* submitted on *host_name*
		host_name user_name	• The local account can send jobs to and receive jobs from *user_name* on *host_name*
		cluster_name user_name	• The local account can send jobs to and receive jobs from *user_name* on any host in the cluster *cluster_name*
		+ +	• The local account can send jobs to and receive jobs from any user on any LSF host

Cross-cluster user account mapping behavior

System-level configuration example

The following example illustrates LSF behavior when the LSF administrator sets up cross-cluster user account mapping at the system level. This example shows the UserMap section of the file `lsb.users` on both the local and remote clusters.

On cluster1:

```
Begin UserMap
LOCAL    REMOTE                    DIRECTION
user1    user2@cluster2            export
user3    user6@cluster2            export
End UserMap
```

On cluster2:

```
Begin UserMap
LOCAL    REMOTE                    DIRECTION
user2    user1@cluster1            import
user6    user3@cluster1            import
End UserMap
```

The mappings between users on different clusters are as follows:

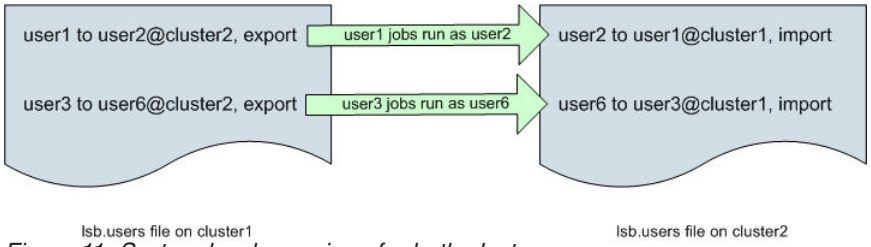


Figure 11. System-level mappings for both clusters

Only mappings configured in `lsb.users` on both clusters work. In this example, the common user account mappings are:

- user1@cluster1 to user2@cluster2
- user3@cluster1 to user6@cluster2

User-level configuration examples

The following examples describe how user account mapping works when configured at the user level in the file `.lsfhosts` in the user's home directory. Only mappings that are configured in `.lsfhosts` on hosts in both clusters work.

To allow ...	On ...	In the home directory of ...	.lsfhosts must contain the line ...
The accounts user1 and user2 to run jobs on all hosts in both clusters:			
• user1 to send jobs to and receive jobs from user2 on cluster2	All hosts in cluster1	user1	`cluster2 user2`
• user2 to send jobs to and receive jobs from user1 on cluster1	All hosts in cluster2	user2	`cluster1 user1`
The account user1 to run jobs on cluster2 using the lsfguest account:			
• user1 to send jobs as lsfguest to all hosts in cluster2	All hosts in cluster1	user1	`cluster2 lsfguest send`
• lsfguest to receive jobs from user1 on cluster1	All hosts in cluster2	lsfguest	`cluster1 user1 recv`

Cross-cluster user account mapping commands

Commands for submission

Command	Description
bsub	• Submits the job with the user name and password of the user who entered the command. The job runs on the execution host with the submission user name and password, unless you have configured cross-cluster user account mapping. • With cross-cluster user account mapping enabled, jobs that execute on a remote host run using the account name configured at the system or user level.

Commands to monitor

Command	Description
bjobs -l	• Displays detailed information about jobs, including the user name of the user who submitted the job and the user name with which the job executed.
bhist -l	• Displays detailed historical information about jobs, including the user name of the user who submitted the job and the user name with which the job executed.

UNIX/Windows User Account Mapping

The UNIX/Windows user account mapping feature enables cross-platform job submission and execution in a mixed UNIX/Windows environment. Using this feature, you can map Windows user accounts, which include a domain name, to UNIX user accounts, which do not include a domain name, for user accounts with the same user name on both operating systems.

About UNIX/Windows user account mapping

In a mixed UNIX/Windows cluster, LSF treats Windows user names (with domain) and UNIX user names (no domain) as different users. The UNIX/Windows user account mapping feature makes job submission and execution transparent across operating systems by mapping Windows accounts to UNIX accounts. With this feature enabled, LSF sends the user account name in the format that is required by the operating system on the execution host.

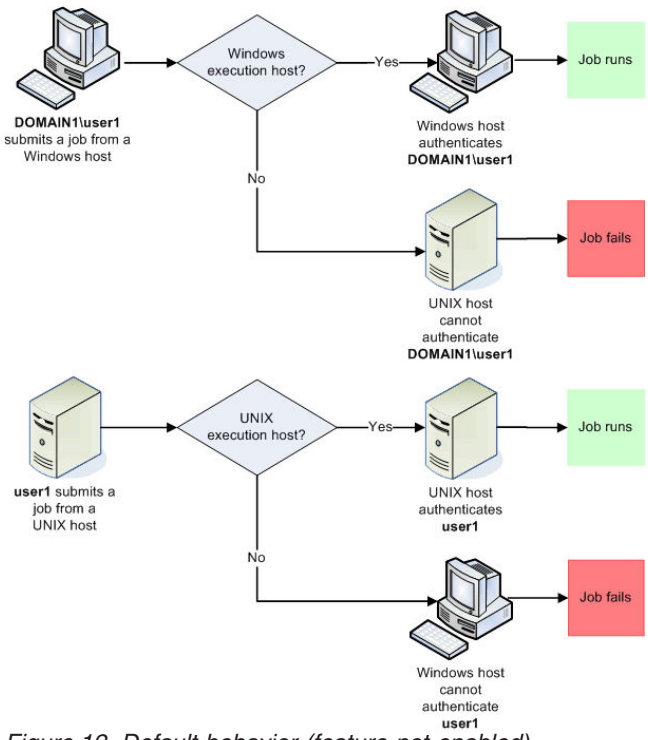


Figure 12. Default behavior (feature not enabled)

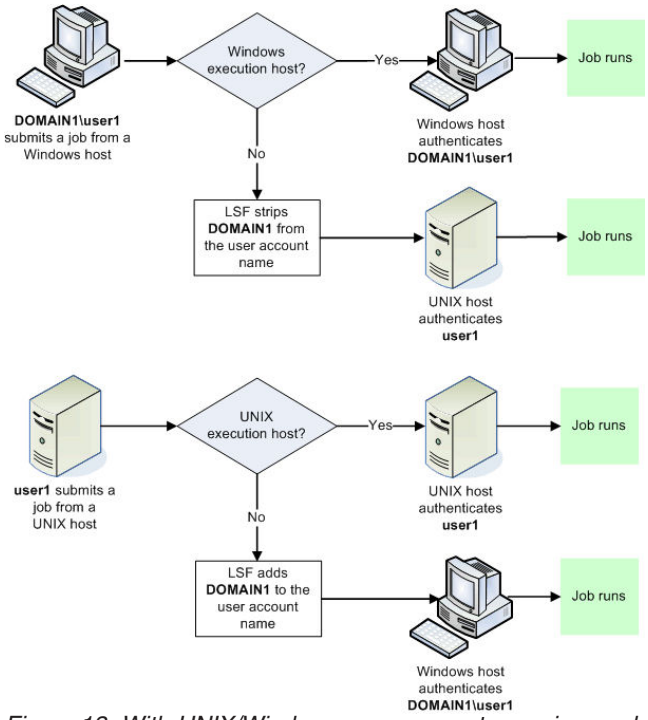


Figure 13. With UNIX/Windows user account mapping enabled

For mixed UNIX/Windows clusters, UNIX/Windows user account mapping allows you to do the following:

- Submit a job from a Windows host and run the job on a UNIX host
- Submit a job from a UNIX host and run the job on a Windows host
- Specify the domain\user combination that is used to run a job on a Windows host

- Schedule and track jobs that are submitted with either a Windows or UNIX account as though the jobs belong to a single user

LSF supports the use of both single and multiple Windows domains. In a multiple domain environment, you can choose one domain as the preferred execution domain for a particular job.

Existing Windows domain trust relationships apply in LSF. If the execution domain trusts the submission domain, the submission account is valid on the execution host.

Scope

Applicability	Details
Operating system	• UNIX and Windows hosts within a single cluster
Not required for	• Windows-only clusters • UNIX-only clusters
Dependencies	• UNIX and Windows user accounts must be valid on all hosts in the cluster and must have the correct permissions to successfully run jobs.
Limitations	• This feature works with a uniform user name space. If users at your site have different user names on UNIX and Windows hosts, you must enable between-host user account mapping. • This feature does not affect Windows workgroup installations. If you want to map all Windows workgroup users to a single Windows system account, you must configure between-host user account mapping. • This feature applies only to job execution. If you issue an LSF command or define an LSF parameter and specify a Windows user, you must use the long form of the user name, including the domain name typed in uppercase letters.

Configuration to enable UNIX/Windows user account mapping

Enable the UNIX/Windows user account mapping feature by defining one or more LSF user domains using the **LSF_USER_DOMAIN** parameter in `lsf.conf`.

Important:

Configure **LSF_USER_DOMAIN** immediately after you install LSF—changing this parameter in an existing cluster requires that you verify and possibly reconfigure service accounts, user group memberships, and user passwords.

Configuration file	Parameter and syntax	Behavior
`lsf.conf`	LSF_USER_DOMAIN= *domain_name*	• Enables Windows domain account mapping in a single-domain environment • To run jobs on a UNIX host, LSF strips the specified domain name from the user name • To run jobs on a Windows host, LSF appends the domain name to the user name
	LSF_USER_DOMAIN= *domain_name:domain_name...*	• Enables Windows domain account mapping in a multi-domain environment • To run jobs on a UNIX host, LSF strips the specified domain names from the user name • To run jobs on a Windows host, LSF appends the first domain name to the user name. If the first domain\user combination does not have permissions to run the job, LSF tries the next domain in the LSF_USER_DOMAIN list.
	LSF_USER_DOMAIN= .	• Enables Windows domain account mapping • To run jobs on a UNIX host, LSF strips the local machine name from the user name • To run jobs on a Windows host, LSF appends the local machine name to the user name

UNIX/Windows user account mapping behavior

The following examples describe how UNIX/Windows user account mapping enables job submission and execution across a mixed UNIX/Windows cluster.

When...	In the file ...	And the job is submitted by ...	The job ...
UNIX/Windows user account mapping is not enabled	—	• BUSINESS\user1 on a Windows host	• Runs on a Windows host as BUSINESS\user1 • Fails on a UNIX host: BUSINESS\user1 is not a valid UNIX user name
UNIX/Windows user account mapping is not enabled	—	• user1 on a UNIX host	• Fails on a Windows host: Windows requires a domain\user combination • Runs on a UNIX host as user1
LSF_USER_DOMAIN= BUSINESS	`lsf.conf`	• BUSINESS\user1 on a Windows host	• Runs on a Windows host as BUSINESS\user1 • Runs on a UNIX host as user1
LSF_USER_DOMAIN= BUSINESS	`lsf.conf`	• user1 on a UNIX host	• Runs on a Windows host as BUSINESS\user1 • Runs on a UNIX host as user1
LSF_USER_DOMAIN= SUPPORT:ENGINEERING	`lsf.conf`	• SUPPORT\user1 on a Windows host	• Runs on a Windows host as SUPPORT\user1 • Runs on a UNIX host as user1
LSF_USER_DOMAIN= SUPPORT:ENGINEERING	`lsf.conf`	• BUSINESS\user1 on a Windows host	• Runs on a Windows host as BUSINESS\user1 • Fails on a UNIX host: LSF cannot strip the domain name, and BUSINESS\user1 is not a valid UNIX user name

When...	In the file ...	And the job is submitted by ...	The job ...
LSF_USER_DOMAIN= SUPPORT:ENGINEERING	`lsf.conf`	• user1 on a UNIX host	• Runs on a Windows host as SUPPORT\user1; if the job cannot run with those credentials, the job runs as ENGINEERING\user1 • Runs on a UNIX host as user1

Configuration to modify UNIX/Windows user account mapping behavior

You can select a preferred execution domain for a particular job. The execution domain must be included in the **LSF_USER_DOMAIN** list. When you specify an execution domain, LSF ignores the order of the domains listed in **LSF_USER_DOMAIN** and runs the job using the specified domain. The environment variable **LSF_EXECUTE_DOMAIN**, defined in the user environment or from the command line, defines the preferred execution domain. Once you submit a job with an execution domain defined, you cannot change the execution domain for that particular job.

Configuration file	Parameter and syntax	Behavior
`.cshrc` `.profile`	LSF_EXECUTE_DOMAIN= domain_name	• Specifies the domain that LSF uses to run jobs on a Windows host • If LSF_USER_DOMAIN contains a list of multiple domains, LSF tries the LSF_EXECUTE_DOMAIN first

The following example shows the changed behavior when you define the LSF_EXECUTE_DOMAIN.

When...	In the file ...	And the job is submitted by ...	The job ...
LSF_USER_DOMAIN= SUPPORT:ENGINEERING and LSF_EXECUTE_DOMAIN= ENGINEERING	`lsf.conf` `.profile .cshrc`	• user1 on a UNIX host	• Runs on a Windows host as ENGINEERING\user1; if the job cannot run with those credentials, runs as SUPPORT\user1 • Runs on a UNIX host as user1

These additional examples are based on the following conditions:

- In `lsf.conf`, LSF_USER_DOMAIN=SALES:ENGINEERING:BUSINESS
- The user has sufficient permissions to run the job in any of the LSF user domains

UNIX user1 enters ...	And LSF_EXECUTE_DOMAIN is ...	Then LSF runs the job as ...
`bsub -m "hostb" myjob`	Not defined in the user environment file	SALES\user1
`bsub -m "hostb" myjob`	Defined as BUSINESS in the user environment file	BUSINESS\user1
`setenv LSF_EXECUTE_DOMAIN BUSINESSbsub -m "hostb" myjob`	Either defined or not defined in the user environment file	BUSINESS\user1 The command line overrides the user environment file.

UNIX/Windows user account mapping commands

Commands for submission

Command	Description
bsub	• Submits the job with the user name and password of the user who entered the command. The job runs on the execution host with the same user name and password, unless you have configured UNIX/Windows user account mapping. • With UNIX/Windows user account mapping enabled, jobs that execute on a remote host run with the user account name in the format required by the operating system on the execution host.

Commands to monitor

Command	Description
bjobs -w	• Displays detailed information about jobs. • Displays the long form of the Windows user name including the domain name.

Commands to control

Command	Description
lspasswd	• Registers a password for a Windows user account. Windows users must register a password for each domain\user account using this command.

Commands to display configuration

Command	Description
bugroup -w	• Displays information about user groups. • If UNIX/Windows user account mapping is enabled, the command **bugroup** displays user names without domains. • If UNIX/Windows user account mapping is not enabled, the command **bugroup** displays user names with domains.
busers	• Displays information about specific users and user groups. • If UNIX/Windows user account mapping is enabled, the command **busers** displays user names without domains. • If UNIX/Windows user account mapping is not enabled, the command **busers** displays user names with domains.
badmin showconf	• Displays all configured parameters and their values set in `lsf.conf` or `ego.conf` that affect **mbatchd** and **sbatchd**. Use a text editor to view other parameters in the `lsf.conf` or `ego.conf` configuration files. • In a MultiCluster environment, displays the parameters of daemons on the local cluster.

Chapter 2. Cluster Version Management and Patching on UNIX and Linux

Scope

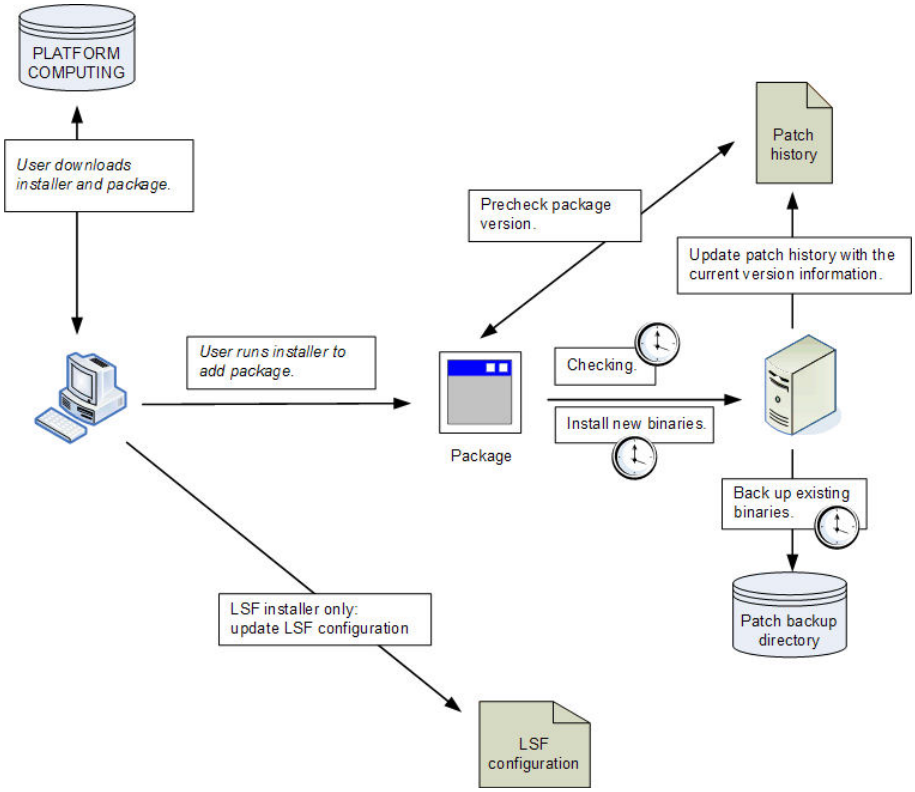
Operating system	• Supports UNIX hosts within a single cluster
Limitations	pversions supports LSF Update 1 and later patchinstall supports LSF Update 1 and later For installation of a new cluster, see *Installing IBM Platform LSF on UNIX and Linux*.

Important:

For LSF 7 and LSF 7 Update 1, you cannot use the steps in this chapter. You *must* follow the steps in "*Migrating to LSF Version 9.1.3 on UNIX and Linux*" to manually migrate your cluster to LSF 9.1.3.

Patch installation interaction diagram

Patches may be installed using the patch installer or LSF installer. The same mechanism is used.



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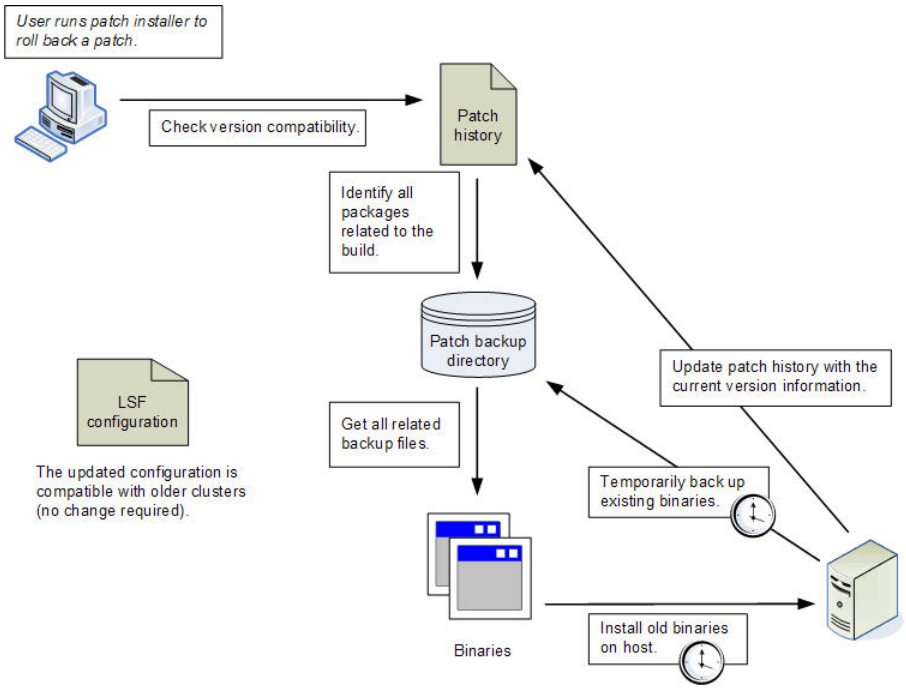
Patch rollback interaction diagram

Use the patch installer to roll back the most recent patch in the cluster.



Version management components

Patches and distributions

Products and versioning

IBM Platform products and components may be separately versioned. For example, LSF and the IBM Platform Application Center are delivered as separate distributions and patched separately.

Product version is a number identifying the release, such as LSF version 7.0.6. The final digit changes whenever you patch the cluster with a new update release.

In addition to the product version, build date, build number, and binary type are used to identify the distributions. Build number helps identify related distributions for different binary types and is important when rolling back the cluster.

Patching the cluster is optional and clusters with the same product version may have different patches installed, so a complete description of the cluster includes information about the patches installed.

Like installation, patching the cluster sometimes requires you to download packages for each binary type.

Types of distributions

Upgrades, patches, and hot fixes are used to update the software in an existing cluster.

- *Product upgrades* deliver a new version of the software with valuable new features.

- *Patches* deliver small changes and bug fixes that may result in a minor version change.
- *Hot fixes* deliver temporary solutions for emergency problems.

Types of patches

This document describes installing and removing patches. Patches include fixes, fix packs, and update releases.

- *Update releases*—are full distributions available to all customers at regular intervals and include all fixes that are intended for general use. Your cluster should always use the latest update release. The same package can be used to patch a cluster or create a new cluster. Each update has a different version number (for example, LSF7 Update 6 is 7.0.6).
- *Fixes*—are partial distributions delivered as needed to resolve customer issues (identified by a specific fix number). Platform Support will advise you if you need install any fixes in your cluster. Installing or removing this type of patch does not change the version of the cluster.
- *Fix packs (FP)*—contain two or more related fixes in one distribution for your convenience.

Version command pversions

The version command **pversions** is a tool provided to query the patch history and deliver information about cluster and product version and patch levels.

The version command includes functionality to query a cluster or check contents of a package.

For clusters version 7.0 or earlier, the version command is not available.

For clusters version 7 Update 1 (7.0.1) or later, the command is available under `install` directory under the LSF installation directory (*LSF_TOP*`/9.1/install/pversions`). It is not located with other LSF commands and may not be in your path by default.

Command environment

Both **patchinstall** and **pversions** on UNIX need environment information to identify your cluster.

Before you run the command, set your environment using **profile.lsf** or **cshrc.lsf**. You may have already done this to administer your cluster.

As a workaround, use the `-f` option in the command line and specify a file that defines your environment. For more information, see the command reference.

Patch installer

The patch installer **patchinstall** is a tool that is provided to install patches on an existing cluster.

The patch installer includes functionality to query a cluster, check contents of a package and compatibility with the cluster, and patch or roll back a cluster.

Installers

The patch installer installs all patches and never modifies configuration. A partial distribution (FP or fix) can only be installed by the patch installer.

The LSF installer installs full distributions and can modify configuration. The LSF installer incorporates the patch installer so the process of updating the files is the same as the patch installer. However, the LSF installer should be used to install an update because the update may require configuration changes that **lsfinstall** can do automatically.

The LSF installer may change with each update. You should not install a new update using the old **lsfinstall** program or `install.config` template; make sure your installers match the version of the distribution you are installing.

Patch installer accessibility

For clusters version 7.0 or earlier, you must obtain the patch installer separately, and run the **patchinstall** command from your download directory.

For clusters version 7 Update 1 (7.0.1) or later, the patch installer is available under `install` directory under the LSF installation directory. This location may not be in your path, so run the **patchinstall** command from this directory (*LSF_TOP*`/9.1/install/patchinstall`).

Order of installation

If you have to install multiple patches, start with the most recent update, which includes all previous fixes. Install on all UNIX hosts to bring the whole cluster up to date. Then, install fixes or fix packs as needed.

Quiet install

For **lsfinstall**, enable quiet install by the LSF_QUIET_INST parameter in `install.config`. Quiet install hides some messages.

Unattended install

The silent install option is used for automated installations.

For **lsfinstall**, enable unattended install by the **SILENT_INSTALL** parameter in `install.config`. Unattended installation hides all messages and means you want to accept the license.

Windows-UNIX clusters and Windows clusters

If your cluster has both Windows and UNIX, patch the UNIX hosts in the cluster using the patch installer. Patch the Windows hosts using Windows tools.

The Windows patch files should be installed in order from oldest to newest on every Windows host if you have more than one to install.

To install a Windows patch, double-click the `.msp` file for the OS you want and follow the wizard. You may be asked to reboot after installing. Follow the Windows prompts if applicable.

Note:

You can also install silently.

Patch history and backups

History

The patch history is a record of information about patches installed with the patch installer or the LSF installer, including products and patches installed, dates, and location of backups required for rollback purposes.

The **pversions** command retrieves and displays the version information. The patch installer rollback feature retrieves the backup information.

History directory

The patch history information is kept in the patch history directory. The directory location is `LSF_TOP/patch` by default.

The patch history directory is configurable during installation. See the PATCH_HISTORY_DIR parameter in `install.config`.

Backups

The patch installer backs up the current installation before attempting to replace files with the newer versions. The backups are saved so that rollback is possible later on.

Patches change relatively few files, but for an update release, all the files in the cluster are backed up, so the amount of space required is large. The more patches you install, the more space is required to save multiple backups.

Backup directory

The patch backup files are kept in the patch backup directory. The directory location is `LSF_TOP/patch/backup` by default.

The patch backup directory is configurable during installation. See the PATCH_BACKUP_DIR parameter in `install.config`.

Maintenance

Over time, the backups accumulate. You may choose to manually delete old backups, starting with the oldest. Remember that rollback is performed one patch at a time, so your cluster's rollback functionality stops at the point where a backup file is unavailable.

If the backup directory runs out of space, your installations and rollbacks fail.

You can change your backup directory by setting PATCH_BACKUP_DIR in `patch.conf`, but you must copy the contents of the old directory to the new directory manually (or there can be no rollback).

Update release backup control

You can disable backups when installing update releases. In this case, your update is installed without backing up the cluster first, so you cannot remove the update using the rollback functionality.

You might choose this feature to save disk space to speed up the install process, or if you have your own methods of backing up the cluster.

Backup is always done before installing fixes, so you can always roll back if a fix does not behave as expected.

Multiple daemon files

To make changes without affecting running daemons, the patch installer must move some files to another directory instead of overwriting.

For each file, a new directory is created in parallel with the file. The directory is called `daemons_old`.

Running jobs may require the old files even after you restart the updated cluster.

Cluster patch behavior

When...	Actions...	The result...
Normal behavior.	The installer replaces current files with new.	• Success, cluster is updated.
Installing an update and the patch history is missing (files are not found in the directory defined by the parameter PATCH_HISTORY_DIR in patch.conf)	The installer creates new history files in the directory. The installer cannot determine compatibility but installs anyway because an update is a full distribution.	• Cluster is modified but if the update is not compatible (a previous version instead of newer version), the cluster may not work properly.
Installing a fix and the patch history is missing (files are not found in the directory defined by the parameter PATCH_HISTORY_DIR in patch.conf)	For a fix, the installer cannot determine compatibility.	• No update, cluster remains in same state • Error presented on screen and logged in patch.log and patch.err
The installer is partway through the installation when there is a problem. The cluster contains some older files and some newer files.	If the installer cannot complete, it reverses the update actions, removing the newer files and returning the older ones.	• No update, cluster remains in same state. • Error presented on screen and logged
Installing a fix and a file in the cluster is newer than the file in the patch (build number in cluster is larger than build number of patch).	Prompt user to overwrite or preserve file. Install other files in the patch as usual.	• Each build of a file is backwards compatible, so this patch works properly with the newer file. • Overwriting the newer file may break functionality of a newer patch in the cluster.

When...	Actions...	The result...
Installing a fix and a file in the cluster has been modified since the last patch (current file size does not match size that is recorded in patch history).	Prompt user to overwrite or exit.	• Overwriting a corrupt file results in correct behavior. • Overwriting a customized file breaks existing functionality. You can modify the updated file manually after installation. • Patch functionality depends on updated content in the new file, so you cannot install the patch if you do not overwrite the file.

Cluster rollback behavior

When...	Actions...	The result...
Normal behavior.	The installer replaces current files with previous backup.	• Success, cluster reverts to previous state.
The patch history is missing (files are not found in the directory defined by the parameter PATCH_HISTORY_DIR in patch.conf)	Without the history, the installer cannot determine which backups to use. Since there is nothing to replace them with, the installer does not remove the current files.	• No rollback, cluster remains in same state. • Error presented on screen and logged
You did not specify the most recent patch.	The history indicates that the patch is not the newest backup. The installer must use the most recent backup to roll back.	• No rollback, cluster remains in same state. • Error presented on screen and logged
The backups are missing (expected files are not found in the directory defined by the parameter PATCH_BACKUP_DIR in patch.conf).	Since there is nothing to replace them with, the installer does not remove the current files.	• No rollback, cluster remains in same state. • Error presented on screen and logged
The installer is partway through the roll back when there is a problem. The cluster contains some older files and some newer files.	If the installer cannot complete, it reverses the rollback actions, removing the older files and returning the newer ones.	• No rollback, cluster remains in same state. • Error presented on screen and logged

Version management log files

File	Description
patch.log	This file: • Created by the patch installer (not created if you use **lsfinstall**) • Created when you install a patch or update release • Created in current working directory (or if you do not have write permission there, logs to /tmp) • Logs installation steps
precheck.log	This file: • Created by the patch installer • Created when you install or check a patch • Created in current working directory (or if you do not have write permission there, logs to /tmp) • Logs precheck steps
Install.log	This file: • Created by the LSF installer (not created if you use **patchinstall**) • Created when you install a new cluster or update release • Created in current working directory (or if you do not have write permission there, logs to /tmp) • Logs installation steps

Version management commands

Commands to modify cluster

Command	Description
lsfinstall	This command: • Creates a new cluster (using any full distribution including update releases) • Patches a cluster with an update release (a full distribution) by installing binaries and updating configuration
patchinstall	This command: • Patches a cluster by installing binaries from a full or partial distribution (does not update configuration, so **lsfinstall** is recommended for an update release)
patchinstall -r	This command: • Rolls back a cluster by removing binaries (does not roll back configuration, so rollback of updates may not be recommended)

Commands to monitor cluster

Command	Description
pversions	This command: • Displays product version information for the entire cluster, including patch levels • Displays detailed information for specific builds or files in the cluster; for example, see what files were modified after installing a patch
file_name -V	This command: • Displays detailed information for a specific file in the cluster (specify the installed file, for example **lim -V**)

Commands to check uninstalled packages

Command	Description
pversions -c	This command: • Displays detailed information about the contents of an uninstalled package
patchinstall -c	This command: • Tests if an uninstalled package is compatible with the cluster

Install update releases on UNIX and Linux

To install an update release to the cluster.

Important:

For LSF 7 and LSF 7 Update 1, you cannot use the steps in this chapter. You *must* follow the steps in "*Migrating to LSF Version 9.1 on UNIX and Linux*" to manually migrate your cluster to LSF9.1.

1. Download and extract the new version of **lsfinstall**.

   For example,

   ```
   zcat lsf9.1_lsfinstall.tar.Z | tar xvf -
   ```

2. Prepare the `install.config` file using the new template and information from your original installation. The new template may have new parameters for you to set.
3. Download the patches and put the distribution files in the same directory as `lsfinstall`.

   If hosts in your cluster have multiple binary types, you may require multiple distribution files to patch the entire cluster.
4. Run the new LSF installer.

   For example,

   ```
   lsfinstall -f install.config
   ```

   Specify the patches to install and let the installer finish.
5. Restart the cluster.

This makes changes to daemons take effect.

6. Optional. Run `pversions` to determine the state of the cluster.
7. Optional. Free some space by deleting the contents of `backup` directories under EGO and LSF installation directories.

Install fixes on UNIX and Linux

To install fixes or fix packs to update the cluster.

1. Download the patches from Platform and put the distribution files on any host.

   For example,

   `//HostB/downloads/pkg1`

   `//HostB/downloads/pkg2`

   If hosts in your cluster have multiple binary types, you may require multiple distribution files to patch the entire cluster.
2. Log on to a host in the cluster.
3. Set your environment (if you cannot do this, prepare a configuration file, and use the `-f` option in the **pversions** and **patchinstall** commands).

   `source` *LSF_TOP*`/conf/cshrc.lsf` (for **csh** or **tcsh**)

   `.` *LSF_TOP*`/conf/profile.lsf` (for **sh**, **ksh**, or **bash**)
4. Run the patch installer tool and specify the patches to install.

   For example,

   ```
   LSF_TOP/9.1/install/patchinstall //HostB/downloads/pkg1
   //HostB/downloads/pkg2
   ```

   Let the patch installer finish.
5. If you were prompted to do so, restart the cluster.

   Patches that affect running daemons require you to restart manually.
6. Optional. Run `LSF_TOP/9.1/install/pversions` to determine the state of the cluster.
7. Optional. If you were prompted to restart the cluster and have done so, you can free some space by deleting the contents of `backup` directories under EGO and LSF installation directories.

Roll back patches on UNIX and Linux

Removes patches installed using **patchinstall**, and returns the cluster to a previous state.

1. Log on to a host in the cluster.
2. Set your environment (if you cannot, prepare a configuration file and use `-f` option in **pversions** and **patchinstall** commands).

   `source` *LSF_TOP*`/conf/cshrc.lsf` (for **csh** or **tcsh**)

   `.` *LSF_TOP*`/conf/profile.lsf` (for **sh**, **ksh**, or **bash**)
3. Run *LSF_TOP*/*version*/**install/pversions** to determine the state of the cluster and find the build number of the last patch installed (roll back one patch at a time).
4. Run **patchinstall** with `-r` and specify the build number of the last patch installed (the patch to be removed).

   ```
   patchinstall -r 12345
   ```
5. If you were prompted to do so, restart the cluster.

   Patches that affect running daemons require you to restart manually.

6. If necessary, modify LSF cluster configuration manually. This may be necessary to roll back an update.
7. Optional. Run *LSF_TOP*/*version*/**install/pversions** to determine the state of the cluster.

To roll back multiple builds, repeat as required until the cluster is in the state you want.

Chapter 3. Monitoring Your Cluster

Achieving Performance and Scalability

Optimize performance in large sites

As your site grows, you must tune your LSF cluster to support a large number of hosts and an increased workload.

This chapter discusses how to efficiently tune querying, scheduling, and event logging in a large cluster that scales to 6000 hosts and 500,000 pending jobs at any one time.

LSF performance enhancement features

LSF provides parameters for tuning your cluster, which you will learn about in this chapter. However, before you calculate the values to use for tuning your cluster, consider the following enhancements to the general performance of LSF daemons, job dispatching, and event replaying:

- Both scheduling and querying are much faster
- Switching and replaying the events log file, `lsb.events`, is much faster. The length of the events file no longer impacts performance
- Restarting and reconfiguring your cluster is much faster
- Job submission time is constant. It does not matter how many jobs are in the system. The submission time does not vary.
- The scalability of load updates from the slaves to the master has increased
- Load update intervals are scaled automatically

Tune UNIX for large clusters

The following hardware and software specifications are requirements for a large cluster that supports 5,000 hosts and 100,000 jobs at any one time.

Hardware recommendation

LSF master host:

- Four processors, one each for:
  - mbatchd
  - mbschd
  - lim
  - Operating system
- 10-GB RAM

Software requirement

To meet the performance requirements of a large cluster, increase the file descriptor limit of the operating system.

The file descriptor limit of most operating systems used to be fixed, with a limit of 1024 open files. Some operating systems, such as Linux and AIX, have removed

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this limit, allowing you to increase the number of file descriptors.

Increase the file descriptor limit

To achieve efficiency of performance in LSF, follow the instructions in your operating system documentation to increase the number of file descriptors on the LSF master host.

Tip:

To optimize your configuration, set your file descriptor limit to a value at least as high as the number of hosts in your cluster.
The following is an example configuration. The instructions for different operating systems, kernels, and shells are varied. You may have already configured the host to use the maximum number of file descriptors that are allowed by the operating system. On some operating systems, the limit is configured dynamically.
Your cluster size is 5000 hosts. Your master host is on Linux, kernel version 2.6:

1. Log in to the LSF master host as the `root` user.
2. Add the following line to your `/etc/rc.d/rc.local` startup script:
   ```
   echo -n "5120" > /proc/sys/fs/file-max
   ```
3. Restart the operating system to apply the changes.
4. In the `bash` shell, instruct the operating system to use the new file limits:
   ```
   # ulimit -n unlimited
   ```

Tune LSF for large clusters

To enable and sustain large clusters, you need to tune LSF for efficient querying, dispatching, and event log management.

Manage scheduling performance

LSB_MAX_JOB_DISPATCH_PER_SESSION in `lsf.conf` and **MAX_SBD_CONNS** in `lsb.params` are set automatically during **mbatchd** startup to enable the fastest possible job dispatch.

LSB_MAX_JOB_DISPATCH_PER_SESSION is the maximum number of job decisions that **mbschd** can make during one job scheduling session. The default value is **LSB_MAX_JOB_DISPATCH_PER_SESSION = Min (MAX(300, Total CPUs), 3000)**.

MAX_SBD_CONNS is the maximum number of open file connections between **mbatchd** and **sbatchd**. The default value is **MAX_SBD_CONNS = numOfHosts + (2 * LSB_MAX_JOB_DISPATCH_PER_SESSION)+200**. This formula does not provide the exact number of SBD connections because it also calculates the lost and found hosts. Therefore, the calculated number of connections might be a few more than this theoretical number.

LSB_MAX_JOB_DISPATCH_PER_SESSION and **MAX_SBD_CONNS** affect the number of file descriptors. Although the system sets the default values for both parameters automatically during **mbatchd** startup, you can adjust them manually.

To decrease the load on the master LIM, you should not to configure the master host as the first host for the **LSF_SERVER_HOSTS** parameter.

The values of **LSB_MAX_JOB_DISPATCH_PER_SESSION** and **MAX_SBD_CONNS** are not changed dynamically. If hosts are added dynamically, **mbatchd** does not increase their values. Once all the hosts are added, you must run **badmin mbdrestart** to set

the correct values. If you know in advance that the number of hosts in your cluster will dynamically grow or shrink, then you should configure these parameters beforehand.

Enable fast job dispatch:

1. Log in to the LSF master host as the `root` user.
2. Set LSB_MAX_JOB_DISPATCH_PER_SESSION = Min(Max(300, Total CPUs), 3000).
3. Set **MAX_SBD_CONNS** equal to the number of hosts in the cluster plus 2*LSB_MAX_JOB_DISPATCH_PER_SESSION plus a buffer of 200.

   Note:

   The system has automatically set this for you. If not suitable, you can manually adjust it.
4. In `lsf.conf`, set the parameter **LSB_MAX_JOB_DISPATCH_PER_SESSION** to a value greater than 300 and less than or equal to one-half the value of **MAX_SBD_CONNS**. Total File Descriptors = Max (Available FDs, MAX_SBD_CONNS+100)

   Note:

   The system has automatically set this for you. If not suitable, you can still manually adjust it.
5. In `lsf.conf`, define the parameter **LSF_SERVER_HOSTS** to decrease the load on the master LIM.
6. In the shell you used to increase the file descriptor limit, shut down the LSF batch daemons on the master host:

   ```
   badmin hshutdown
   ```
7. Run **badmin mbdrestart** to restart the LSF batch daemons on the master host.
8. Run **badmin hrestart all** to restart every sbatchd in the cluster:

   Note:

   When you shut down the batch daemons on the master host, all LSF services are temporarily unavailable, but existing jobs are not affected. When mbatchd is later started by sbatchd, its previous status is restored and job scheduling continues.

Enable continuous scheduling:
The scheduler is always running in a production cluster, so setting **JOB_SCHEDULING_INTERVAL**=0 means there is no interval between job scheduling.

Use scheduler threads to evaluate resource requirement matching:
In large-scale clusters with large numbers of hosts, you can enable resource evaluation for hosts concurrently by enabling multithreaded resource evaluation. Set the number of threads the scheduler uses for resource requirement evaluation with the **SCHEDULER_THREADS** parameter.

To set an effective value for this parameter, consider the number of available CPUs on the master host, the number of hosts in the cluster, and the scheduling performance metrics.

Set the number of scheduler threads as follows:

1. Edit the `lsb.params` file.

2. Specify the value of the **SCHEDULER_THREADS** parameter to a number between 1 and the number of cores on the master host.

   SCHEDULER_THREADS=*number_of_threads*

   Setting this parameter to 0 means that the scheduler does not create any threads to evaluate resource requirements. This is the default behavior.

This is especially useful for large-scale clusters with huge numbers of hosts. The idea is to do resource evaluation for hosts concurrently. For example, there are 6,000 hosts in a cluster, so the scheduler may create six threads to do the evaluation concurrently. Each thread is in charge of 1,000 hosts.

This feature requires you to configure the parser in `lsf.conf`.

Limit job dependency evaluation:
You can set the maximum number of job dependencies **mbatchd** evaluates in one scheduling cycle. The **EVALUATE_JOB_DEPENDENCY** parameter limits the amount of time **mbatchd** spends on evaluating job dependencies in a scheduling cycle, which limits the amount of time the job dependency evaluation blocks services. Job dependency evaluation is a process that is used to check if each job's dependency condition is satisfied. When a job's dependency condition is satisfied, it sets a ready flag and allows itself to be scheduled by **mbschd**.

When **EVALUATE_JOB_DEPENDENCY** is set, a configured number of jobs are evaluated.

Limit the number of job dependencies **mbatchd** evaluates in a scheduling cycle as follows:

1. Edit the `lsb.params` file.
2. Specify the value of the **EVALUATE_JOB_DEPENDENCY** parameter.

   EVALUATE_JOB_DEPENDENCY=*integer*

Starting a scheduling session triggers LSF to do job dependency evaluation. The number of jobs evaluated corresponds to the configuration and the endpoint is kept. LSF starts the job dependency evaluation from the endpoint in the next session. LSF evaluates all dependent jobs every 10 minutes regardless of the configuration for **EVALUATE_JOB_DEPENDENCY**.

Limit the number of batch queries

In large clusters, job querying can grow quickly. If your site sees a lot of high traffic job querying, you can tune LSF to limit the number of job queries that mbatchd can handle. This helps decrease the load on the master host.

If a job information query is sent after the limit has been reached, an error message ("*Batch system concurrent query limit exceeded*") is displayed and mbatchd keeps retrying, in one second intervals. If the number of job queries later drops below the limit, mbatchd handles the query.

1. Define the maximum number of concurrent jobs queries to be handled by mbatchd in the parameter **MAX_CONCURRENT_QUERY** in `lsb.params`:
   - If mbatchd is not using multithreading, the value of **MAX_CONCURRENT_QUERY** is always the maximum number of job queries in the cluster.
   - If mbatchd is using multithreading (defined by the parameter **LSB_QUERY_PORT** in `lsf.conf`), the number of job queries in the cluster can temporarily become higher than the number specified by MAX_CONCURRENT_QUERY.

This increase in the total number of job queries is possible because the value of **MAX_CONCURRENT_QUERY** actually sets the maximum number of queries that can be handled by each child mbatchd that is forked by mbatchd. When the new child mbatchd starts, it handles new queries, but the old child mbatchd continues to run until all the old queries are finished. It is possible that the total number of job queries can be as high as **MAX_CONCURRENT_QUERY** multiplied by the number of child daemons forked by mbatchd.

2. To limit all batch queries (in addition to job queries), specify `LSB_QUERY_ENH=Y` in `lsf.conf`.

   Enabling this parameter extends multithreaded query support to all batch query requests and extends the **MAX_CONCURRENT_QUERY** parameter to limit all batch queries in addition to job queries.

Improve the speed of host status updates

LSF improves the speed of host status updates as follows:

- Fast host status discovery after cluster startup
- Multi-threaded UDP communications
- Fast response to static or dynamic host status change
- Simultaneously accepts new host registration

LSF features the following performance enhancements to achieve this improvement in speed:

- **LSB_SYNC_HOST_STAT_LIM** (in `lsb.params`) is now enabled by default (previously, this was disabled by default), so there is no need to configure it in the configuration file. This parameter improves the speed with which **mbatchd** obtains host status, and therefore the speed with which LSF reschedules rerunnable jobs: the sooner LSF knows that a host has become unavailable, the sooner LSF reschedules any rerunnable jobs executing on that host. For example, during maintenance operations, the cluster administrator might need to shut down half of the hosts at once. LSF can quickly update the host status and reschedule any rerunnable jobs that were running on the unavailable hosts.

  Note: If you previously specified `LSB_SYNC_HOST_STAT_LIM=N` (to disable this parameter), change the parameter value to `Y` to improve performance.
- The default setting for **LSB_MAX_PROBE_SBD** (in `lsf.conf`) was increased from 2 to 20. This parameter specifies the maximum number of **sbatchd** instances polled by **mbatchd** in the interval **MBD_SLEEP_TIME**/10. Use this parameter in large clusters to reduce the time it takes for **mbatchd** to probe all **sbatchd**s.

  Note: If you previously specified a value for **LSB_MAX_PROBE_SBD** that is less than 20, remove your custom definition to use the default value of 20.
- You can set a limit with **MAX_SBD_FAIL** (in `lsb.params`) for the maximum number of retries for reaching a non-responding slave batch daemon, **sbatchd**. If **mbatchd** fails to reach a host after the defined number of tries, the host is considered unavailable or unreachable.

Limit your user's ability to move jobs in a queue

Control whether users can use **btop** and **bbot** to move jobs to the top and bottom of queues

Set **JOB_POSITION_CONTROL_BY_ADMIN=Y** in `lsb.params`.

Remember:

You must be an LSF administrator to set this parameter.

When set, only the LSF administrator (including any queue administrators) can use **bbot** and **btop** to move jobs within a queue. A user attempting to user **bbot** or **btop** receives the error "User permission denied."

Manage the number of pending reasons

Condense all the host-based pending reasons into one generic pending reason for efficient, scalable management of pending reasons.

Set **CONDENSE_PENDING_REASONS=Y** in `lsb.params`.
If a job has no other main pending reason, **bjobs -p** or **bjobs -l** will display the following:

```
Individual host based reasons
```

If you condense host-based pending reasons, but require a full pending reason list, you can run the following command:
`badmin diagnose <job_ID>`

Remember:

You must be an LSF administrator or a queue administrator to run this command.

Achieve efficient event switching

Periodic switching of the event file can weaken the performance of mbatchd, which automatically backs up and rewrites the events file after every 1000 batch job completions. The old `lsb.events` file is moved to `lsb.events.1`, and each old `lsb.events.`*n* file is moved to `lsb.events.`*n+1*.

Change the frequency of event switching with the following two parameters in `lsb.params`:

- **MAX_JOB_NUM** specifies the number of batch jobs to complete before `lsb.events` is backed up and moved to `lsb.events.1`. The default value is 1000.
- **MIN_SWITCH_PERIOD** controls how frequently mbatchd checks the number of completed batch jobs

The two parameters work together. Specify the **MIN_SWITCH_PERIOD** value in seconds.

Tip:

For large clusters, set the **MIN_SWITCH_PERIOD** to a value equal to or greater than 600. This causes mbatchd to fork a child process that handles event switching, thereby reducing the load on mbatchd. mbatchd terminates the child process and appends delta events to new events after the M**MIN_SWITCH_PERIOD** has elapsed. If you define a value less than 600 seconds, mbatchd will not fork a child process for event switching.

Example

This instructs mbatchd to check if the events file has logged 1000 batch job completions every two hours. The two parameters can control the frequency of the events file switching as follows:

- After two hours, mbatchd checks the number of completed batch jobs. If 1000 completed jobs have been logged (**MAX_JOB_NUM**=1000), it starts a new event log file. The old event log file is saved as `lsb.events.n`, with subsequent sequence

number suffixes incremented by 1 each time a new log file is started. Event logging continues in the new `lsb.events` file.

- If 1000 jobs complete after five minutes, mbatchd does not switch the events file until till the end of the two-hour period (**MIN_SWITCH_PERIOD**=7200).

Automatic load updates

Periodically, the LIM daemons exchange load information. In large clusters, let LSF automatically load the information by dynamically adjusting the period that is based on the load.

Important:

For automatic tuning of the loading interval, make sure the parameter **EXINTERVAL** in `lsf.cluster.`*cluster_name* file is *not* defined. Do not configure your cluster to load the information at specific intervals.

Manage I/O performance of the info directory

In large clusters, the large numbers of jobs results in a large number of job files stored in the `LSF_SHAREDIR/cluster_name/logdir/info` directory at any time. When the total size of the job files reaches a certain point, you will notice a significant delay when performing I/O operations in the `info` directory due to file server directory limits dependent on the file system implementation.

By dividing the total file size of the `info` directory among subdirectories, your cluster can process more job operations before reaching the total size limit of the job files.

1. Use **MAX_INFO_DIRS** in `lsb.params` to create subdirectories and enable mbatchd to distribute the job files evenly throughout the subdirectories.

   `MAX_INFO_DIRS=`*num_subdirs*

   Where *num_subdirs* specifies the number of subdirectories that you want to create under the `LSF_SHAREDIR/cluster_name/logdir/info` directory. Valid values are positive integers between 1 and 1024. By default, MAX_INFO_DIRS is not defined.
2. Run **badmin reconfig** to create and use the subdirectories.

   Note:

   If you enabled duplicate event logging, you must run badmin mbdrestart instead of badmin reconfig to restart mbatchd.
3. Run **bparams -l** to display the value of the **MAX_INFO_DIRS** parameter.

Example

```
MAX_INFO_DIRS=10
```

mbatchd creates ten subdirectories from `LSB_SHAREDIR/`*cluster_name*`/logdir/info/0` to `LSB_SHAREDIR/`*cluster_name*`/logdir/info/9`.

Configure a job information directory:

Job file I/O operations may impact cluster performance when there are millions of jobs in a LSF cluster. You can configure **LSB_JOBINFO_DIR** on high performance I/O file systems to improve cluster performance. This is separate from the `LSB_SHAREDIR` directory in `lsf.conf`. LSF will access the directory to get the job information files. If the directory does not exist, mbatchd will try to create it. If that fails, mbatchd exits.

The **LSB_JOBINFO_DIR** directory must be:

- Owned by the primary LSF administrator
- Accessible from all hosts that can potentially become the master host
- Accessible from the master host with read and write permission
- Set for 700 permission

Note: Using the **LSB_JOBINFO_DIR** parameter will require draining the whole cluster.

Job ID limit

By default, LSF assigns job IDs up to six digits. This means that no more than 999999 jobs can be in the system at once. The job ID limit is the highest job ID that LSF will ever assign, and also the maximum number of jobs in the system.

LSF assigns job IDs in sequence. When the job ID limit is reached, the count rolls over, so the next job submitted gets job ID "1". If the original job 1 remains in the system, LSF skips that number and assigns job ID "2", or the next available job ID. If you have so many jobs in the system that the low job IDs are still in use when the maximum job ID is assigned, jobs with sequential numbers could have different submission times.

Increase the maximum job ID

You cannot lower the job ID limit, but you can raise it to 10 digits. This allows longer term job accounting and analysis, and means you can have more jobs in the system, and the job ID numbers will roll over less often.

Use MAX_JOBID in `lsb.params` to specify any integer from 999999 to 2147483646 (for practical purposes, you can use any 10-digit integer less than this value).

Increase the job ID display length

By default, **bjobs** and **bhist** display job IDs with a maximum length of seven characters. Job IDs greater than 9999999 are truncated on the left.

Use LSB_JOBID_DISP_LENGTH in `lsf.conf` to increase the width of the JOBID column in bjobs and bhist display. When LSB_JOBID_DISP_LENGTH=10, the width of the JOBID column in **bjobs** and **bhist** increases to 10 characters.

Monitor performance metrics in real time

Enable metric collection

Set **SCHED_METRIC_ENABLE=Y** in `lsb.params` to enable performance metric collection.

Start performance metric collection dynamically:

```
badmin perfmon start sample_period
```

Optionally, you can set a sampling period, in seconds. If no sample period is specified, the default sample period set in **SCHED_METRIC_SAMPLE_PERIOD** in `lsb.params` is used.

Stop sampling:

```
badmin perfmon stop
```

SCHED_METRIC_ENABLE and **SCHED_METRIC_SAMPLE_PERIOD** can be specified independently. That is, you can specify **SCHED_METRIC_SAMPLE_PERIOD** and not specify **SCHED_METRIC_ENABLE**. In this case, when you turn on the feature dynamically (using **badmin perfmon start**), the sampling period valued defined in **SCHED_METRIC_SAMPLE_PERIOD** will be used.

badmin perfmon start and **badmin perfmon stop** override the configuration setting in `lsb.params`. Even if **SCHED_METRIC_ENABLE** is set, if you run **badmin perfmon start**, performance metric collection is started. If you run **badmin perfmon stop**, performance metric collection is stopped.

Tune the metric sampling period

Set **SCHED_METRIC_SAMPLE_PERIOD** in `lsb.params` to specify an initial cluster-wide performance metric sampling period.

Set a new sampling period in seconds:

`badmin perfmon setperiod` *sample_period*

Collecting and recording performance metric data may affect the performance of LSF. Smaller sampling periods will result in the `lsb.streams` file growing faster.

Display current performance

Run **badmin perfmon view** to view real-time performance metric information. The following metrics are collected and recorded in each sample period:

- The number of queries handled by **mbatchd**
- The number of queries for each of jobs, queues, and hosts. (**bjobs**, **bqueues**, and **bhosts**, as well as other daemon requests)
- The number of jobs submitted (divided into job submission requests and jobs actually submitted)
- The number of jobs dispatched
- The number of jobs completed
- The number of jobs sent to remote cluster
- The number of jobs accepted from remote cluster
- Scheduler performance metrics:
  - A shorter scheduling interval means the job is scheduled more quickly
  - Number of different resource requirement patterns for jobs in use which may lead to different candidate host groups. The more matching hosts required, the longer it takes to find them, which means a longer scheduling session. The complexity increases with the number of hosts in the cluster.
  - Number of buckets in which jobs are put based on resource requirements and different scheduling policies. More buckets means a longer scheduling session.

```
badmin perfmon view
Performance monitor start time:  Fri Jan 19 15:07:54
End time of last sample period:  Fri Jan 19 15:25:55
Sample period :                  60 Seconds
------------------------------------------------------------------
Metrics                          Last    Max     Min     Avg     Total
------------------------------------------------------------------
Processed requests: mbatchd        0      25       0       8      159
Jobs information queries           0      13       0       2       46
```

```
Hosts information queries          0       0       0       0        0
Queue information queries          0       0       0       0        0
Job submission requests            0      10       0       0       10
Jobs submitted                     0     100       0       5      100
Jobs dispatched                    0       0       0       0        0
Jobs completed                     0      13       0       5      100
Jobs sent to remote cluster        0      12       0       5      100
Jobs accepted from remote cluster  0       0       0       0        0
------------------------------------------------------------------------
File Descriptor Metrics                Free     Used    Total
------------------------------------------------------------------------
MBD file descriptor usage               800      424     1024
------------------------------------------------------------------------
Scheduler Metrics                Last    Max     Min     Avg
------------------------------------------------------------------------
Scheduling interval in seconds(s)  5      12      5       8
Host matching criteria             5       5      0       5
Job buckets                        5       5      0       5
```

Scheduler metrics are collected at the end of each scheduling session.

Performance metrics information is calculated at the end of each sampling period. Running **badmin perfmon view** before the end of the sampling period displays metric data collected from the sampling start time to the end of last sample period.

If no metrics have been collected because the first sampling period has not yet ended, **badmin perfmon view** displays:

```
badmin perfmon view
Performance monitor start time:  Thu Jan 25 22:11:12
End time of last sample period:  Thu Jan 25 22:11:12
Sample period :                  120 Seconds
------------------------------------------------------------------------
No performance metric data available. Please wait until first sample period ends.
```

badmin perfmon output

Sample Period

Current sample period

Performance monitor start time

The start time of sampling

End time of last sample period

The end time of last sampling period

Metric

The name of metrics

Total

This is accumulated metric counter value for each metric. It is counted from Performance monitor start time to End time of last sample period.

Last Period

Last sampling value of metric. It is calculated per sampling period. It is represented as the metric value per period, and normalized by the following formula:

LastPeriod = (Metric Counter Value of Last Period / Sample Period Interval) * Sample Period

Max

Maximum sampling value of metric. It is reevaluated in each sampling period by comparing Max and Last Period. It is represented as the metric value per period.

Min

Minimum sampling value of metric. It is reevaluated in each sampling period by comparing Min and Last Period. It is represented as the metric value per period.

Avg

Average sampling value of metric. It is recalculated in each sampling period. It is represented as the metric value per period, and normalized by the following formula:

Avg = (Total / (Last PeriodEndTime - SamplingStartTime)) * Sample Period

Reconfigure your cluster with performance metric sampling enabled

- If performance metric sampling is enabled dynamically with **badmin perfmon start**, you must enable it again after running **badmin mbdrestart**. If performance metric sampling is enabled by default, `StartTime` will be reset to the point `mbatchd` is restarted.
- Use **badmin mbdrestart** when **SCHED_METRIC_ENABLE** and **SCHED_METRIC_SAMPLE_PERIOD** parameters are changed. **badmin reconfig** is the same as **badmin mbdrestart**.

Performance metric logging in lsb.streams

By default, collected metrics are written to `lsb.streams`. However, performance metric can still be turned on even if **ENABLE_EVENT_STREAM=N** is defined. In this case, no metric data will be logged.

- If **EVENT_STREAM_FILE** is defined and is valid, collected metrics should be written to **EVENT_STREAM_FILE**.
- If **ENABLE_EVENT_STREAM=N** is defined, metrics data will not be logged.

Job arrays and job packs

Every job submitted in a job array or job pack is counted individually, except for the Job submission requests metric. The entire job array or job pack counts as just one job submission request.

Job rerun

Job rerun occurs when execution hosts become unavailable while a job is running, and the job will be put to its original queue first and later will be dispatched when a suitable host is available. So in this case, only one submission request, one job submitted, and *n* jobs dispatched, *n* jobs completed are counted (*n* represents the number of times the job reruns before it finishes successfully).

Job requeue

Requeued jobs may be dispatched, run, and exit due to some special errors again and again. The job data always exists in the memory, so LSF only counts one job submission request and one job submitted, and counts more than one job dispatched.

For jobs completed, if a job is requeued with **brequeue**, LSF counts two jobs completed, since requeuing a job first kills the job and later puts the job into pending list. If the job is automatically requeued, LSF counts one job completed when the job finishes successfully.

Job replay

When job replay is finished, submitted jobs are not counted in job submission and job submitted, but are counted in job dispatched and job finished.

Event Generation

Event generation

LSF detects events occurring during the operation of LSF daemons. LSF provides a program which translates LSF events into SNMP traps. You can also write your own program that runs on the master host to interpret and respond to LSF events in other ways. For example, your program could:

- Page the system administrator
- Send email to all users
- Integrate with your existing network management software to validate and correct the problem

On Windows, use the Windows Event Viewer to view LSF events.

SNMP trap program

If you use the LSF SNMP trap program as the event handler, see the SNMP documentation for instructions on how to enable event generation.

Enable event generation for custom programs

If you use a custom program to handle the LSF events, take the following steps to enable event generation.

1. Write a custom program to interpret the arguments passed by LSF.
2. To enable event generation, define LSF_EVENT_RECEIVER in `lsf.conf`. You must specify an event receiver even if your program ignores it.

   The event receiver maintains cluster-specific or changeable information that you do not want to hard-code into the event program. For example, the event receiver could be the path to a current log file, the email address of the cluster administrator, or the host to send SNMP traps to.
3. Set LSF_EVENT_PROGRAM in `lsf.conf` and specify the name of your custom event program. If you name your event program `genevent` (`genevent.exe` on Windows) and place it in LSF_SERVERDIR, you can skip this step.
4. Reconfigure the cluster with the commands **`lsadmin reconfig`** and **`badmin reconfig`**.

Events list

The following daemon operations cause mbatchd or the master LIM to call the event program to generate an event. Each LSF event is identified by a predefined number, which is passed as an argument to the event program. Events 1-9 also return the name of the host on which an event occurred.

1. LIM goes down (detected by the master LIM). This event may also occur if LIM temporarily stops communicating to the master LIM.
2. RES goes down (detected by the master LIM).
3. sbatchd goes down (detected by mbatchd).
4. A host becomes the new master host (detected by the master LIM).
5. The master host stops being the master (detected by the master LIM).
6. mbatchd comes up and is ready to schedule jobs (detected by mbatchd).

7. mbatchd goes down (detected by mbatchd).
8. mbatchd receives a reconfiguration request and is being reconfigured (detected by mbatchd).
9. LSB_SHAREDIR becomes full (detected by mbatchd).
10. The administrator opens a host.
11. The administrator closes a host.
12. The administrator opens a queue.
13. The administrator closes a queue.
14. mbschd goes down.

Arguments passed to the LSF event program

If LSF_EVENT_RECEIVER is defined, a function called ls_postevent() allows specific daemon operations to generate LSF events. This function then calls the LSF event program and passes the following arguments:

- The event receiver (LSF_EVENT_RECEIVER in `lsf.conf`)
- The cluster name
- The LSF event number (LSF events list or LSF_EVENT_XXXX macros in `lsf.h`)
- The event argument (for events that take an argument)

Example

For example, if the event receiver is the string `xxx` and LIM goes down on `HostA` in `Cluster1`, the function returns:

```
xxx Cluster1 1 HostA
```

The custom LSF event program can interpret or ignore these arguments.

Tuning the Cluster

Tune LIM

LIM provides critical services to all LSF components. In addition to the timely collection of resource information, LIM provides host selection and job placement policies. If you are using IBM MultiCluster, LIM determines how different clusters should exchange load and resource information. You can tune LIM policies and parameters to improve performance.

LIM uses load thresholds to determine whether to place remote jobs on a host. If one or more LSF load indices exceeds the corresponding threshold (too many users, not enough swap space, etc.), then the host is regarded as busy and LIM will not recommend jobs to that host. You can also tune LIM load thresholds.

Adjust LIM Parameters

There are two main goals in adjusting LIM configuration parameters: improving response time, and reducing interference with interactive use. To improve response time, tune LSF to correctly select the best available host for each job. To reduce interference, tune LSF to avoid overloading any host.

LIM policies are advisory information for applications. Applications can either use the placement decision from LIM, or make further decisions that are based on information from LIM.

Most of the LSF interactive tools use LIM policies to place jobs on the network. LSF uses load and resource information from LIM and makes its own placement decisions based on other factors in addition to load information.

Files that affect LIM are `lsf.shared`, `lsf.cluster.`*cluster_name*, where `cluster_name` is the name of your cluster.

RUNWINDOW parameter

LIM thresholds and run windows affect the job placement advice of LIM. Job placement advice is not enforced by LIM.

The RUNWINDOW parameter defined in `lsf.cluster.`*cluster_name* specifies one or more time windows during which a host is considered available. If the current time is outside all the defined time windows, the host is considered locked and LIM will not advise any applications to run jobs on the host.

Load thresholds

Load threshold parameters define the conditions beyond which a host is considered busy by LIM and are a major factor in influencing performance. No jobs will be dispatched to a busy host by LIM's policy. Each of these parameters is a load index value, so that if the host load goes beyond that value, the host becomes busy.

LIM uses load thresholds to determine whether to place remote jobs on a host. If one or more LSF load indices exceeds the corresponding threshold (too many users, not enough swap space, etc.), then the host is regarded as busy and LIM will not recommend jobs to that host.

Thresholds can be set for any load index supported internally by the LIM, and for any external load index.

If a particular load index is not specified, LIM assumes that there is no threshold for that load index. Define looser values for load thresholds if you want to aggressively run jobs on a host.

Load indices that affect LIM performance

Load index	Description
r15s	15-second CPU run queue length
r1m	1-minute CPU run queue length
r15m	15-minute CPU run queue length
pg	Paging rate in pages per second
swp	Available swap space
it	Interactive idle time
ls	Number of users logged in

Compare LIM load thresholds:
Tune LIM load thresholds, compare the output of **`lsload`** to the thresholds reported by **`lshosts -l`**.

1. Run **`lshosts -l`**

2. Run **lsload**

   The **lsload** and **lsmon** commands display an asterisk * next to each load index that exceeds its threshold.

Example

Consider the following output from **lshosts -l** and **lsload**:

```
lshosts -l
HOST_NAME:  hostD
...
LOAD_THRESHOLDS:
     r15s   r1m  r15m   ut   pg    io   ls   it   tmp   swp   mem
     -      3.5  -      -    15    -    -    -    -     2M    1M

HOST_NAME:  hostA
...
LOAD_THRESHOLDS:
     r15s   r1m  r15m   ut   pg    io   ls   it   tmp   swp   mem
     -      3.5  -      -    15    -    -    -    -     2M    1M

lsload
HOST_NAME status r15s  r1m  r15m   ut    pg   ls  it  tmp  swp  mem
hostD     ok     0.0   0.0  0.0    0%    0.0  6   0   30M  32M  10M
hostA     busy   1.9   2.1  1.9    47%  *69.6 21  0   38M  96M  60M
```

In this example, the hosts have the following characteristics:

- hostD is ok.
- hostA is busy, the pg (paging rate) index is 69.6, above the threshold of 15.

LIM reports a host as busy:
If LIM often reports a host as busy when the CPU utilization and run queue lengths are relatively low and the system is responding quickly, the most likely cause is the paging rate threshold. Try raising the pg threshold.

Different operating systems assign subtly different meanings to the paging rate statistic, so the threshold needs to be set at different levels for different host types. In particular, HP-UX systems need to be configured with significantly higher pg values; try starting at a value of 50.

There is a point of diminishing returns. As the paging rate rises, eventually the system spends too much time waiting for pages and the CPU utilization decreases. Paging rate is the factor that most directly affects perceived interactive response. If a system is paging heavily, it feels very slow.

Interactive jobs:
If you find that interactive jobs slow down system response while LIM still reports your host as ok, reduce the CPU run queue lengths (r15s, r1m, r15m). Likewise, increase CPU run queue lengths if hosts become busy at low loads.

Multiprocessor systems:
On multiprocessor systems, CPU run queue lengths (r15s, r1m, r15m) are compared to the effective run queue lengths as displayed by the **lsload -E** command.

CPU run queue lengths should be configured as the load limit for a single processor. Sites with a variety of uniprocessor and multiprocessor machines can use a standard value for r15s, r1m and r15m in the configuration files, and the multiprocessor machines will automatically run more jobs.

Note that the normalized run queue length displayed by **lsload -N** is scaled by the number of processors.

How LSF works with LSF_MASTER_LIST

The files `lsf.shared` and `lsf.cluster.`*cluster_name* are shared only among LIMs listed as candidates to be elected master with the parameter LSF_MASTER_LIST.

The preferred master host is no longer the first host in the cluster list in `lsf.cluster.`*cluster_name*, but the first host in the list specified by LSF_MASTER_LIST in `lsf.conf`.

Whenever you reconfigure, only master LIM candidates read `lsf.shared` and `lsf.cluster.`*cluster_name* to get updated information. The elected master LIM sends configuration information to slave LIMs.

The order in which you specify hosts in LSF_MASTER_LIST is the preferred order for selecting hosts to become the master LIM.

Non-shared file considerations

Generally, the files `lsf.cluster.`*cluster_name* and `lsf.shared` for hosts that are master candidates should be identical.

When the cluster is started up or reconfigured, LSF rereads configuration files and compares `lsf.cluster.`*cluster_name* and `lsf.shared` for hosts that are master candidates.

In some cases in which identical files are not shared, files may be out of sync. This section describes situations that may arise should `lsf.cluster.`*cluster_name* and `lsf.shared` for hosts that are master candidates not be identical to those of the elected master host.

LSF_MASTER_LIST host eligibility

LSF only rejects candidate master hosts listed in LSF_MASTER_LIST from the cluster if the number of load indices in `lsf.cluster.`*cluster_name* or `lsf.shared` for master candidates is different from the number of load indices in the `lsf.cluster.`*cluster_name* or `lsf.shared` files of the elected master.

A warning is logged in the log file `lim.log.`*master_host_name* and the cluster continue to run, but without the hosts that were rejected.

If you want the hosts that were rejected to be part of the cluster, ensure the number of load indices in `lsf.cluster.`*cluster_name* and `lsf.shared` are identical for all master candidates and restart LIMs on the master and all master candidates:

```
lsadmin limrestart hostA hostB hostC
```

Failover with ineligible master host candidates

If the elected master host goes down and if the number of load indices in `lsf.cluster.`*cluster_name* or `lsf.shared` for the new elected master is different from the number of load indices in the files of the master that went down, LSF will reject all master candidates that do not have the same number of load indices

in their files as the newly elected master. LSF will also reject all slave-only hosts. This could cause a situation in which only the newly elected master is considered part of the cluster.

A warning is logged in the log file `lim.log.`*new_master_host_name* and the cluster continue to run, but without the hosts that were rejected.

To resolve this, from the current master host, restart all LIMs:

```
lsadmin limrestart all
```

All slave-only hosts will be considered part of the cluster. Master candidates with a different number of load indices in their `lsf.cluster.`*cluster_name* or `lsf.shared` files will be rejected.

When the master that was down comes back up, you need to ensure load indices defined in `lsf.cluster.`*cluster_name* and `lsf.shared` for all master candidates are identical and restart LIMs on all master candidates.

Improve mbatchd response time after mbatchd restart

Parallel restart is a mechanism to minimize the LSF downtime (i.e., not responding to user requests) for `mbatchd` restart. The root `mbatchd` is forked, creating a child `mbatchd` process to help with `mbatchd` restart performance. The child `mbatchd` processes regular start up logic, including reading configuration files and replaying events. Meanwhile, the old `mbatchd` can respond to client commands (**bsub**, **bjobs**, etc.), handle job scheduling and status updates, dispatching, and updating new events to event files. When complete, the child `mbatchd` process takes over as master `mbatchd`, and the old master `mbatchd` process dies.

While the new `mbatchd` is initializing, the old `mbatchd` is still able to respond to client commands. **badmin showstatus** will display the parallel restart status. It helps the administrator know that there is a background `mbatchd` (by PID) doing a parallel restart.

Use **badmin mbdrestart -p** to enable parallel restart.

Improve performance of mbatchd query requests on UNIX

You can improve mbatchd query performance on UNIX systems using the following methods:

- Multithreading—On UNIX platforms that support thread programming, you can change default mbatchd behavior to use multithreading and increase performance of query requests when you use the **bjobs** command. Multithreading is beneficial for busy clusters with many jobs and frequent query requests. This may indirectly increase overall mbatchd performance.
- Hard CPU affinity—You can specify the master host CPUs on which mbatchd child query processes can run. This improves mbatchd scheduling and dispatch performance by binding query processes to specific CPUs so that higher priority mbatchd processes can run more efficiently.

mbatchd without multithreading

Ports

By default, mbatchd uses the port defined by the parameter LSB_MBD_PORT in `lsf.conf` or looks into the system services database for port numbers to communicate with LIM and job request commands.

It uses this port number to receive query requests from clients.

Service requests

For every query request received, mbatchd forks a child mbatchd to service the request. Each child mbatchd processes the request and then exits.

Configure mbatchd to use multithreading

When **mbatchd** has a dedicated port specified by the parameter LSB_QUERY_PORT in `lsf.conf`, it forks a child **mbatchd** which in turn creates threads to process **bjobs** query requests.

As soon as **mbatchd** has forked a child **mbatchd**, the child **mbatchd** takes over, and listens on the port to process more **bjobs** query requests. For each query request, the child **mbatchd** creates a thread to process it.

If you specify `LSB_QUERY_ENH=Y` in `lsf.conf`, batch query multithreading is extended to all **mbatchd** query commands except for the following:

- **bread**
- **bstatus**
- **tspeek**

The child **mbatchd** continues to listen to the port number specified by LSB_QUERY_PORT and creates threads to service requests until the job status changes, a new job is submitted, or until the time specified in **MBD_REFRESH_TIME** in `lsb.params` has passed. For pending jobs that changed state (e.g., from PEND to EXIT caused by the automatic orphan job termination feature), a new child **mbatchd** is created based only on the time configured by the **MBD_REFRESH_TIME** parameter.

Specify a time interval, in seconds, when **mbatchd** will fork a new child **mbatchd** to service query requests to keep information sent back to clients updated. A child **mbatchd** processes query requests creating threads.

MBD_REFRESH_TIME has the following syntax:

`MBD_REFRESH_TIME=`*seconds* [*min_refresh_time*]

where *min_refresh_time* defines the minimum time (in seconds) that the child **mbatchd** will stay to handle queries. The valid range is 0 - 300. The default is 5 seconds.

- If MBD_REFRESH_TIME is < *min_refresh_time*, the child **mbatchd** exits at MBD_REFRESH_TIME even if the job changes status or a new job is submitted before MBD_REFRESH_TIME expires.
- If MBD_REFRESH_TIME > *min_refresh_time*
  - the child **mbatchd** exits at *min_refresh_time* if a job changes status or a new job is submitted before the *min_refresh_time*
  - the child **mbatchd** exits after the *min_refresh_time* when a job changes status or a new job is submitted
- If MBD_REFRESH_TIME > *min_refresh_time* and no job changes status or a new job is submitted, the child **mbatchd** exits at MBD_REFRESH_TIME

The default for *min_refresh_time* is 10 seconds.

If you extend multithreaded query support to batch query requests (by specifying LSB_QUERY_ENH=Y in lsf.conf), the child **mbatchd** will also exit if any of the following commands are run in the cluster:

- **bconf**
- **badmin reconfig**
- **badmin** commands to change a queue's status (**badmin qopen**, **badmin qclose**, **badmin qact**, and **badmin qinact**)
- **badmin** commands to change a host's status (**badmin hopen** and **badmin hclose**)
- **badmin perfmon start**

If you use the **bjobs** command and do not get up-to-date information, you may want to decrease the value of MBD_REFRESH_TIME or min_refresh_time in lsb.params to make it likely that successive job queries could get the newly submitted job information.

Note:

Lowering the value of MBD_REFRESH_TIME or min_refresh_time increases the load on **mbatchd** and might negatively affect performance.

1. Specify a query-dedicated port for the **mbatchd** by setting LSB_QUERY_PORT in lsf.conf.
2. Optional: Set an interval of time to indicate when a new child **mbatchd** is to be forked by setting MBD_REFRESH_TIME in lsb.params. The default value of MBD_REFRESH_TIME is 5 seconds, and valid values are 0-300 seconds.
3. Optional: Use NEWJOB_REFRESH=Y in lsb.params to enable a child **mbatchd** to get up to date new job information from the parent **mbatchd**.

Set a query-dedicated port for mbatchd:
To change the default **mbatchd** behavior so that **mbatchd** forks a child **mbatchd** that can create threads, specify a port number with LSB_QUERY_PORT in lsf.conf.

Tip:

This configuration only works on UNIX platforms that support thread programming.

1. Log on to the host as the primary LSF administrator.
2. Edit lsf.conf.
3. Add the LSB_QUERY_PORT parameter and specify a port number that will be dedicated to receiving requests from hosts.
4. Save the lsf.conf file.
5. Reconfigure the cluster:

   ```
   badmin mbdrestart
   ```

Specify an expiry time for child mbatchds (optional):
Use MBD_REFRESH_TIME in lsb.params to define how often **mbatchd** forks a new child **mbatchd**.

1. Log on to the host as the primary LSF administrator.
2. Edit lsb.params.
3. Add the MBD_REFRESH_TIME parameter and specify a time interval in seconds to fork a child **mbatchd**.

   The default value for this parameter is 5 seconds. Valid values are 0 - 300 seconds.

4. Save the `lsb.params` file.
5. Reconfigure the cluster as follows:

   ```
   badmin reconfig
   ```

Specify hard CPU affinity:
You can specify the master host CPUs on which **mbatchd** child query processes can run (hard CPU affinity). This improves **mbatchd** scheduling and dispatch performance by binding query processes to specific CPUs so that higher priority **mbatchd** processes can run more efficiently.

When you define this parameter, LSF runs **mbatchd** child query processes *only* on the specified CPUs. The operating system can assign other processes to run on the same CPU, however, if utilization of the bound CPU is lower than utilization of the unbound CPUs.

1. Identify the CPUs on the master host that will run **mbatchd** child query processes.
   - Linux: To obtain a list of valid CPUs, run the command

     ```
     /proc/cpuinfo
     ```
   - Solaris: To obtain a list of valid CPUs, run the command

     ```
     psrinfo
     ```
2. In the file `lsb.params`, define the parameter MBD_QUERY_CPUS.

   For example, if you specify:

   ```
   MBD_QUERY_CPUS=1 2
   ```

   the **mbatchd** child query processes will run only on CPU numbers 1 and 2 on the master host.

   You can specify CPU affinity only for master hosts that use one of the following operating systems:
   - Linux 2.6 or higher
   - Solaris 8 or higher

   If failover to a master host candidate occurs, LSF maintains the hard CPU affinity, provided that the master host candidate has the same CPU configuration as the original master host. If the configuration differs, LSF ignores the CPU list and reverts to default behavior.
3. Verify that the **mbatchd** child query processes are bound to the correct CPUs on the master host.
   a. Start up a query process by running a query command such as **bjobs**.
   b. Check to see that the query process is bound to the correct CPU.
      - Linux: Run the command `taskset -p <pid>`
      - Solaris: Run the command `ps -AP`

Configure mbatchd to push new job information to child mbatchd:
LSB_QUERY_PORT must be defined. in `lsf.conf`.

If you have enabled multithreaded mbatchd support, the **bjobs** command may not display up-to-date information if two consecutive query commands are issued before a child **mbatchd** expires because child **mbatchd** job information is not updated. Use NEWJOB_REFRESH=Y in `lsb.params` to enable a child **mbatchd** to get up to date new job information from the parent **mbatchd**.

When NEWJOB_REFRESH=Y the parent **mbatchd** pushes new job information to a child **mbatchd**. Job queries with **bjobs** display new jobs submitted after the child **mbatchd** was created.

1. Log on to the host as the primary LSF administrator.
2. Edit `lsb.params`.
3. Add NEWJOB_REFRESH=Y.

   You should set MBD_REFRESH_TIME in `lsb.params` to a value greater than 10 seconds.
4. Save the `lsb.params` file.
5. Reconfigure the cluster as follows:

   ```
   badmin reconfig
   ```

Multithread batch queries:
Earlier versions of LSF supported multithread for **bjobs** queries only, but not for other query commands. LSF now supports multithread batch queries for several other common batch query commands. Only the following batch query commands do not support multithread batch queries:

- **bread**
- **bstatus**
- **tspeek**

The **LSB_QUERY_ENH** parameter (in `lsf.conf`) extends multithreaded query support to other batch query commands in addition to **bjobs**. In addition, the **mbatchd** system query monitoring mechanism starts automatically instead of being triggered by a query request. This ensures a consistent query response time within the system.

To extend multithread queries to other batch query commands, set `LSB_QUERY_ENH=Y` in `lsf.conf` and run **badmin mbdrestart** for the change to take effect.

Diagnose query requests

LSF provides `mbatchd` system query monitoring mechanisms to help admin/support diagnose problems with clusters. This is useful when query requests generate a heavy load on the system, slowing down LSF and preventing responses to requests. Some possible causes of performance degradation by query requests include:

- High network load caused by repeated query requests. For example, queries generated by a script run by the user or administrator (i.e., **bqueues** command run frequently from one host).
- Large data size of queries from the master host using up network bandwidth (e.g., running **bjobs -a -u all** in a large cluster).
- Huge number of TCP requests generated by a host.

This feature enables `mbatchd` to write the query source information to a log file. The log file shows information about the source of mbatchd queries, allowing you to troubleshoot problems. The log file shows who issued these requests, where the requests came from, and the data size of the query.

There are two ways to enable this feature:

- Statically, by setting both the **ENABLE_DIAGNOSE** and **DIAGNOSE_LOGDIR** parameters in lsb.params.

- Dynamically, with the **badmin diagnose -c query** command.

The dynamic method overrides the static settings. However, if you restart or reconfigure mbatchd, it switches back to the static diagnosis settings.

Logging mbatchd performance metrics

LSF provides a feature that lets you log performance metrics for mbatchd. This feature is useful for troubleshooting large clusters where a cluster has performance problems. In such cases, mbatchd performance may be slow in handling high volume request such as:

- Job submission
- Job status requests
- Job rusage requests
- Client info requests causing mbatchd to fork

For example, the output for a large cluster may appear as follows:

```
Nov 14 20:03:25 2012 25408 4 9.1.3 sample period: 120 120
Nov 14 20:03:25 2012 25408 4 9.1.3 job_submission_log_jobfile logJobInfo: 14295 0
                                   179 0 3280 0 10 0 160 0 10 0 990
Nov 14 20:03:25 2012 25408 4 9.1.3 job_submission do_submitReq: 14295 0 180 0 9409
                                   0 100 0 4670 0 10 0 1750
Nov 14 20:03:25 2012 25408 4 9.1.3 job_status_update statusJob: 2089 0 1272 1 2840
                                   0 10 0 170 0 10 0 120
Nov 14 20:03:25 2012 25408 4 9.1.3 job_dispatch_read_jobfile readLogJobInfo: 555 0
                                   256 0 360 0 10 0 70 0 10 0 50
Nov 14 20:03:25 2012 25408 4 9.1.3 mbd_query_job fork: 0 0 0 0 0 0 0 0 0 0 0 0 0
Nov 14 20:03:25 2012 25408 4 9.1.3 mbd_channel chanSelect/chanPoll: 30171 0 358 0 30037
                                   0 10 0 3930 0 10 0 1270
Nov 14 20:03:25 2012 25408 4 9.1.3 mbd_query_host fork: 0 0 0 0 0 0 0 0 0 0 0 0 0
Nov 14 20:03:25 2012 25408 4 9.1.3 mbd_query_queue fork: 0 0 0 0 0 0 0 0 0 0 0 0 0
Nov 14 20:03:25 2012 25408 4 9.1.3 mbd_query_child fork: 19 155 173 160 3058 0 0 0 0
                                   150 170 160 3040
Nov 14 20:03:25 2012 25408 4 9.1.3 mbd_other_query fork: 0 0 0 0 0 0 0 0 0 0 0 0 0
Nov 14 20:03:25 2012 25408 4 9.1.3 mbd_non_query_fork fork: 0 0 0 0 0 0 0 0 0 0 0 0 0
```

In the first line (sample period: 120 120) the first value is the configured sample period in seconds. The second value is the real sample period in seconds.

The format for each remaining line is:

```
metricsCategoryName functionName count rt_min rt_max rt_avg rt_total ut_min
ut_max ut_avg ut_total st_min st_max st_avg st_total
```

Where:

- Count: Total number of calls to this function in this sample period
- rt_min: Min runtime of one call to the function in this sample period
- rt_max: Maximum runtime of one call to the function in this sample period
- rt_avg: Average runtime of the calls to the function in this sample period
- rt_total: Total runtime of all the calls to the function in this sample period
- ut_min: Minimum user mode CPU time of one call to the function in this sample period
- ut_max: Max user mode CPU time of one call to the function in this sample period
- ut_avg: Average user mode CPU time of the calls to the function in this sample period

- ut_total: Total user mode CPU time of all the calls to the function in this sample period
- st_min: Min system mode CPU time of one call to the function in this sample period
- st_max: Max system mode CPU time of one call to the function in this sample period
- st_avg: Average system mode CPU time of the calls to the function in this sample period
- st_total: Total system mode CPU time of all the calls to the function in this sample period

All time values are in milliseconds.

The mbatchd performance logging feature can be enabled and controlled statically through the following parameters in lsf.conf:

- LSB_ENABLE_PERF_METRICS_LOG: Lets you enable or disable this feature.
- LSB_PERF_METRICS_LOGDIR: Sets the directory in which performance metric data is logged.
- LSB_PERF_METRICS_SAMPLE_PERIOD: Determines the sampling period for performance metric data.

For more information on these parameters, see the IBM Platform Configuration Reference.

You can also enable the mbatchd performance metric logging feature dynamically with the **badmin perflog** command. The **-t**, **-d** and **-f** command options let you specify the sample period, the duration for data logging, and the output directory. To turn off mbatchd performance metric logging, use the **badmin perflog -o** command.

For more detail, see the IBM Platform LSF Command Reference.

If you define this feature statically, performance metrics are logged in the mbatchd.perflog.<hostname> file. If you define the feature dynamically, performance metrics are logged in the log file defined in the command. If you define the feature statically, then dynamically, the data sample period, the log file directory, and the duration will be those defined by the command. After the duration expires, or you turn off the feature dynamically, the statically defined settings are restored.

Improve performance of mbatchd for job array switching events

You can improve mbatchd performance when switching large job arrays to another queue by enabling the **JOB_SWITCH2_EVENT** in lsb.params. This lets mbatchd generate the **JOB_SWITCH2** event log. **JOB_SWITCH2** logs the switching of the array to another queue as one event instead of logging the switching of each individual array element. If this parameter is not enabled, mbatchd generates the old **JOB_SWITCH** event instead. The **JOB_SWITCH** event *is* generated for each array element. If the job array is very large, many **JOB_SWITCH** events are generated. mbatchd then requires large amounts of memory to replay all the **JOB_SWITCH** events, which can cause performance problems when mbatchd starts up.

JOB_SWITCH2 has the following advantages:

- Reduces memory usage of `mbatchd` when replaying **bswitch** d**estination_queue job_ID**, where job_ID is the job ID of the job array on which to operate.
- Reduces the time for reading records from **lsb.events** when `mbatchd` starts up.
- Reduces the size of **lsb.events**.

Master Batch Scheduler performance is also improved when switching large job arrays to another queue. When you **bswitch** a large job array, `mbd` no longer signals `mbschd` to switch each job array element individually, which meant thousands of signals for a job array with thousands of elements. The flood of signals would block `mbschd` from dispatching pending jobs. Now, `mbatchd` only sends one signal to `mbschd`: to switch the whole array. `mbschd` is then free to dispatch pending jobs.

Increase queue responsiveness

You can enable **DISPATCH_BY_QUEUE** to increase queue responsiveness. The scheduling decision for the specified queue will be published without waiting for the whole scheduling session to finish. The scheduling decision for the jobs in the specified queue is final and these jobs cannot be preempted within the same scheduling cycle.

Tip:

Only set this parameter for your highest priority queue (such as for an interactive queue) to ensure that this queue has the highest responsiveness.

Authentication and Authorization

LSF uses authentication and authorization to ensure the security of your cluster. The authentication process verifies the identity of users, hosts, and daemons, depending on the security requirements of your site. The authorization process enforces user account permissions.

Change authentication method

During LSF installation, the authentication method is set to external authentication (eauth), which offers the highest level of security.

Set **LSF_AUTH** in `lsf.conf`.

- For external authentication (the default), set **LSF_AUTH**=`eauth`
- For authentication using the identd daemon, set **LSF_AUTH**=`ident`
- For privileged port authentication, leave **LSF_AUTH** undefined

Note:

If you change the authentication method while LSF daemons are running, you must shut down and restart the daemons on all hosts in order to apply the changes.
When the external authentication (eauth) feature is enabled, you can also configure LSF to authenticate daemons by defining the parameter **LSF_AUTH_DAEMONS** in `lsf.conf`.
All authentication methods supported by LSF depend on the security of the root account on all hosts in the cluster.

Authentication options

Authentication method	Description	Configuration	Behavior
External authentication	• A framework that enables you to integrate LSF with any third-party authentication product—such as Kerberos or DCE Security Services—to authenticate users, hosts, and daemons. This feature provides a secure transfer of data within the authentication data stream between LSF clients and servers. Using external authentication, you can customize LSF to meet the security requirements of your site.	**LSF_AUTH**=eauth	• LSF uses the default eauth executable located in **LSF_SERVERDIR**. The default executable provides an example of how the eauth protocol works. You should write your own `eauth` executable to meet the security requirements of your cluster. For a detailed description of the external authentication feature and how to configure it, see "External Authentication" on page 222.
Identification daemon (identd)	• Authentication using the identd daemon available in the public domain.	**LSF_AUTH**=ident	• LSF uses the identd daemon available in the public domain. • LSF supports both RFC 931 and RFC 1413 protocols.

Authentication method	Description	Configuration	Behavior
Privileged ports (setuid)	• User authentication between LSF clients and servers on UNIX hosts only. An LSF command or other executable configured as setuid uses a reserved (privileged) port number (1-1024) to contact an LSF server. The LSF server accepts requests received on a privileged port as coming from the root user and then runs the LSF command or other executable using the real user account of the user who issued the command.	**LSF_AUTH** not defined	• For UNIX hosts only, LSF clients (API functions) use reserved ports 1-1024 to communicate with LSF servers. • The number of user accounts that can connect concurrently to remote hosts is limited by the number of available privileged ports. • **LSF_AUTH** must be deleted or commented out and LSF commands must be installed as setuid programs owned by root.

UNIX user and host authentication

The primary LSF administrator can configure additional authentication for UNIX users and hosts by defining the parameter **LSF_USE_HOSTEQUIV** in the `lsf.conf` file. With **LSF_USE_HOSTEQUIV** defined, mbatchd on the master host and RES on the remote host call the **ruserok**(3) function to verify that the originating host is listed in the `/etc/hosts.equiv` file and that the host and user account are listed in the `$HOME/.rhosts` file. Include the name of the local host in both files. This additional level of authentication works in conjunction with eauth, privileged ports (setuid), or identd authentication.

CAUTION:

Using the `/etc/hosts.equiv` and `$HOME/.rhosts` files grants permission to use the **rlogin** and **rsh** commands without requiring a password.

SSH

SSH is a network protocol that provides confidentiality and integrity of data using a secure channel between two networked devices. Use SSH to secure communication between submission, execution, and display hosts.

A frequently used option is to submit jobs with SSH X11 forwarding (**bsub -XF**), which allows a user to log into an X-Server client, access the submission host through the client, and run an interactive X-Window job, all through SSH.

Strict checking protocol in an untrusted environment

To improve security in an untrusted environment, the primary LSF administrator can enable the use of a strict checking communications protocol. When you define **LSF_STRICT_CHECKING** in `lsf.conf`, LSF authenticates messages passed between LSF daemons and between LSF commands and daemons. This type of authentication is *not* required in a secure environment, such as when your cluster is protected by a firewall.

Important:

You must shut down the cluster before adding or deleting the **LSF_STRICT_CHECKING** parameter.

Authentication failure

If authentication fails (the user's identity cannot be verified), LSF displays the following error message after a user issues an LSF command:

```
User permission denied
```

This error has several possible causes depending on the authentication method used.

Authentication method	Possible cause of failure
eauth	• External authentication failed
identd	• The identification daemon is not available on the local or submitting host
setuid	• The LSF applications are not installed **setuid** • The NFS directory is mounted with the **nosuid** option
ruserok	• The client (local) host is not found in either the `/etc/hosts.equiv` or the `$HOME/.rhosts` file on the master or remote host

Operating system authorization

By default, an LSF job or command runs on the execution host under the user account that submits the job or command, with the permissions associated with that user account. Any UNIX or Windows user account with read and execute permissions for LSF commands can use LSF to run jobs—the LSF administrator does not need to define a list of LSF users. User accounts must have the operating system permissions required to execute commands on remote hosts. When users have valid accounts on all hosts in the cluster, they can run jobs using their own account permissions on any execution host.

Windows passwords

Windows users must register their Windows user account passwords with LSF by running the command **lspasswd**. If users change their passwords, they must use

this command to update LSF. A Windows job does not run if the password is not registered in LSF. Passwords must be 31 characters or less.

For Windows password authorization in a non-shared file system environment, you must define the parameter **LSF_MASTER_LIST** in `lsf.conf` so that jobs run with correct permissions. If you do not define this parameter, LSF assumes that the cluster uses a shared file system environment.

LSF authorization

As an LSF administrator, you have the following authorization options:

- Enable one or more types of user account mapping
- Specify the user account that is used to run eauth and eexec executables or queue level commands for pre- and post-execution processing
- Control user access to LSF resources and functionality

Enable user account mapping

You can configure different types of user account mapping so that a job or command submitted by one user account runs on the remote host under a different user account.

Type of account mapping	Description
Between-host	Enables job submission and execution within a cluster that has different user accounts assigned to different hosts. Using this feature, you can map a local user account to a different user account on a remote host.
Cross-cluster	Enables cross-cluster job submission and execution for a MultiCluster environment that has different user accounts assigned to different hosts. Using this feature, you can map user accounts in a local cluster to user accounts in one or more remote clusters.
UNIX/Windows	Enables cross-platform job submission and execution in a mixed UNIX/Windows environment. Using this feature, you can map Windows user accounts, which include a domain name, to UNIX user accounts, which do not include a domain name, for user accounts with the same user name on both operating systems.

For a detailed description of the user account mapping features and how to configure them, see "UNIX/Windows User Account Mapping" on page 168.

Specify a user account

To change the user account for ...	Define the parameter ...	In the file ...
eauth	**LSF_EAUTH_USER**	`lsf.sudoers`
eexec	**LSF_EEXEC_USER**	
Pre- and post execution commands	**LSB_PRE_POST_EXEC_USER**	

Control user access to LSF resources and functionality

If you want to ...	Define ...	In the file ...	Section ...
Specify the user accounts with cluster administrator privileges	**ADMINISTRATORS**	lsf.cluster.*cluster_name*	ClusterAdmins
Allow the root user to run jobs on a remote host	**LSF_ROOT_REX**	lsf.conf	N/A
Allow specific user accounts to use @ for host redirection with **lstcsh**	**LSF_SHELL_AT_USERS**	lsf.conf	N/A
Allow user accounts other than root to start LSF daemons **Note:** For information about how to configure the LSF daemon startup control feature, see "LSF Daemon Startup Control" on page 22.	**LSF_STARTUP_USERS** **LSF_STARTUP_PATH**	lsf.sudoers	N/A

Authorization failure

Symptom	Probable cause	Solution
User receives an email notification that LSF has placed a job in the USUSP state.	The job cannot run because the Windows password for the job is not registered with LSF.	The user should • Register the Windows password with LSF using the command **lspasswd**. • Use the **bresume** command to resume the suspended job.
LSF displays one of the following error messages: • findHostbyAddr/<proc>: Host <host>/<port> is unknown by <myhostname> • function: Gethostbyaddr_(<host>/<port>) failed: error • main: Request from unknown host <host>/<port>: error • function: Received request from non-LSF host <host>/<port>	The LSF daemon does not recognize *host* as part of the cluster. These messages can occur if you add *host* to the configuration files without reconfiguring all LSF daemons.	Run the following commands after adding a host to the cluster: • **lsadmin reconfig** • **badmin mbdrestart** If the problem still occurs, the host might have multiple addresses. Match all of the host addresses to the host name by either: • Modifying the system hosts file (/etc/hosts). The changes affect all software programs on your system. • Creating an LSF hosts file (EGO_CONFDIR/hosts). Only LSF resolves the addresses to the specified host.

Symptom	Probable cause	Solution
• `doacceptconn: getpwnam(<username> @<host>/<port>) failed: error` • `doacceptconn: User <username> has uid <uid1> on client host <host>/<port>, uid <uid2> on RES host; assume bad user` • `authRequest: username/uid <userName>/<uid>@<host>/ <port> does not exist` • `authRequest: Submitter's name <clname>@<clhost> is different from name <lname> on this host`	RES assumes that a user has the same UNIX user name and user ID on all LSF hosts. These messages occur if this assumption is violated.	If the user is allowed to use LSF for interactive remote execution, make sure the user's account has the same user ID and user name on all LSF hosts.
• `doacceptconn: root remote execution permission denied` • `authRequest: root job submission rejected`	The root user tried to execute or submit a job but **LSF_ROOT_REX** is not defined in `lsf.conf`.	To allow the root user to run jobs on a remote host, define **LSF_ROOT_REX** in `lsf.conf`.
• `resControl: operation permission denied, uid = <uid>`	The user with user ID *uid* is not allowed to make RES control requests. By default, only the LSF administrator can make RES control requests.	To allow the root user to make RES control requests, define **LSF_ROOT_REX** in `lsf.conf`.
• `do_restartReq: Failed to get hData of host <host_name>/<host_addr>`	mbatchd received a request from sbatchd on host *host_name*, but that host is not known to mbatchd. Either • The configuration file has been changed but mbatchd has not been reconfigured. • *host_name* is a client host but sbatchd is running on that host.	To reconfigure mbatchd, run the command **badmin reconfig** To shut down sbatchd on *host_name*, run the command**badmin hshutdown** *host_name*

Submitting Jobs with SSH

Secure Shell (SSH) is a network protocol that provides confidentiality and integrity of data using a secure channel between two networked devices.

About SSH

SSH uses public-key cryptography to authenticate the remote computer and allow the remote computer to authenticate the user, if necessary.

SSH is typically used to log into a remote machine and execute commands, but it also supports tunneling, forwarding arbitrary TCP ports and X11 connections. SSH uses a client-server protocol.

SSH uses private/public key pairs to log into another host. Users no longer have to supply a password every time they log on to a remote host.

SSH is used when running any of the following:

- Remote log on to a lightly loaded host (**lslogin**)
- An interactive job (**bsub -IS | -ISp | ISs**)
- An interactive X-window job with X11 forwarding (**bsub -XF**)
- An interactive X-window job, without X11 forwarding (**bsub -IX**)
- An externally submitted job (**esub**)

X-Window job options

Depending on your requirements for X-Window jobs, you can choose either **bsub -XF** (recommended) or **bsub -IX**. Both options encrypt the X-Server and X-Clients.

Mode	Benefits	Drawbacks
bsub -XF (X11 forwarding): Recommended	• Any password required can be typed in when needed. • Does not require the X-Server host to have the SSH daemon installed.	• The user must enable X11 forwarding in the client. • Submission and execution hosts must be UNIX.
bsub -IX (interactive X-window)	• The execution host contacts the X-Server host directly (no user steps required). • Hosts can be any OS that OpenSSH supports.	• Requires the SSH daemon installed on the X-Server host. • Must use private keys with no passwords set.

Scope

Table 3. SSH X11 forwarding (-XF)

Applicability	Details
Dependencies	• OpenSSH 3.9p1 and up is supported. OpenSSL 0.9.7a and up is supported. • You must have SSH correctly installed on all hosts in the cluster. • You must use an SSH client to log on to the submission host from the display host. • You must install and run the X-Server program on the display host.
Operating system	• Only UNIX for submission and execution hosts. The display host can be any operating system.

Table 3. SSH X11 forwarding (-XF) (continued)

Applicability	Details
Limitations	• You cannot run with **bsub -K**, **-IX**, or **-r**. • You cannot **bmod** a job submitted with X11 forwarding. • Cannot be used with job arrays, job chunks, or user account mapping. • Jobs submitted with X11 forwarding cannot be checked or modified by **esubs**. • Can only run on UNIX hosts (submission and execution hosts).

Table 4. Interactive X-window without X11 forwarding (-IX)

Applicability	Details
Dependencies	• You must have OpenSSH correctly installed on all hosts in the cluster. • You must generate public/private key pairs and add the content of the public key to the authorized_keys file on remote hosts. For more information, refer to your SSH documentation. • For X-window jobs: – You must set the DISPLAY environment variable to *X-serverHost*:0.0, where *X-serverHost* is the name of the X-window server. Ensure that the X-server can access itself. Run, for example, **xhost +localhost**.
Operating system	• Any OS that also supports OpenSSH.
Limitations	• Cannot be used with job arrays or job chunks. • Private user keys must have no password set. • You cannot run with **-K** , **-r**, or **-XF**.

Configuration to enable SSH

No LSF configuration is needed to enable SSH X11 forwarding.

Remote log on to a lightly loaded host (**lslogin**):

Configuration file	Level	Syntax	Behavior
lsf.conf	System	LSF_LSLOGIN_SSH=Y | y	A user with SSH configured can log on to a remote host without providing a password. All communication between local and remote hosts is encrypted.

Configuration to modify SSH (X11 forwarding)

Configuration file	Level	Syntax	Behavior
lsf.conf	System	LSB_SSH_XFORWARD_CMD	For X11 forwarding, you can modify the default value with an SSH command (full PATH and options allowed).

SSH commands

Commands to submit

Command	Behavior
bsub -IS	Submits a batch interactive job under a secure shell (ssh).
bsub -I Sp	Submits a batch interactive job under a secure shell and creates a pseudo-terminal when the job starts.
bsub -I Ss	Submits a batch interactive job under a secure shell and creates a pseudo-terminal with shell mode support when the job starts. Use for interactive shells or applications that redefine the CTRL-C and CTRL-Z keys (for example, jove).
bsub -IX	Submits an interactive X-window job., secured using SSH.
bsub -XF	Submits a job with SSH X11 forwarding.
bsub -XF -I	Submits an interactive job with SSH X11 forwarding. The session displays throughout the job lifecycle.

Commands to monitor

Command	Behavior
`netstat -an`	Displays all active TCP connections and the TCP and UDP ports on which the computer is listening.
`bjobs -l`	Displays job information, including any jobs submitted with SSH X11 forwarding.
`bhist -l`	Displays historical job information, including any jobs submitted with SSH X11 forwarding.

Troubleshoot SSH X11 forwarding (-XF)

SSH X11 forwarding must be already working outside LSF.

Enable the following flags in `lsf.conf`:

- LSF_NIOS_DEBUG=1
- LSF_LOG_MASK="LOG_DEBUG"

Troubleshoot SSH (-IX)

Use the SSH command on the job execution host to connect it securely with the job submission host.

If the host fails to connect, you can perform the following steps to troubleshoot.

1. Check the SSH version on both hosts.

   If the hosts have different SSH versions, a message displays identifying a protocol version mismatch.
2. Check that public and private key pairs are correctly configured.
3. Check the domain name.

   ```
   $ ssh –f –L 6000:localhost:6000 domain_name.example.com date
   ```

   ```
   $ ssh –f –L 6000:localhost:6000 domain_name date
   ```

   If these commands return errors, troubleshoot the domain name with the error information returned.

The execution host should connect without passwords and pass phrases.

```
$ ssh sahpia03
$ ssh sahpia03.example.com
```

External Authentication

The external authentication feature provides a framework that enables you to integrate LSF with any third-party authentication product—such as Kerberos or DCE Security Services—to authenticate users, hosts, and daemons. This feature provides a secure transfer of data within the authentication data stream between LSF clients and servers. Using external authentication, you can customize LSF to meet the security requirements of your site.

About external authentication (eauth)

The external authentication feature uses an executable file called `eauth`. You can write an `eauth` executable that authenticates users, hosts, and daemons using a

site-specific authentication method such as Kerberos or DCE Security Services client authentication. You can also specify an external encryption key (recommended) and the user account under which `eauth` runs.

Important:

LSF uses an internal encryption key by default. To increase security, configure an external encryption key by defining the parameter **`LSF_EAUTH_KEY`** in `lsf.sudoers`.

During LSF installation, a default `eauth` executable is installed in the directory specified by the parameter **`LSF_SERVERDIR`** (set by `cshrc.lsf` and `profile.lsf`). The default executable provides an example of how the `eauth` protocol works. You should write your own `eauth` executable to meet the security requirements of your cluster.

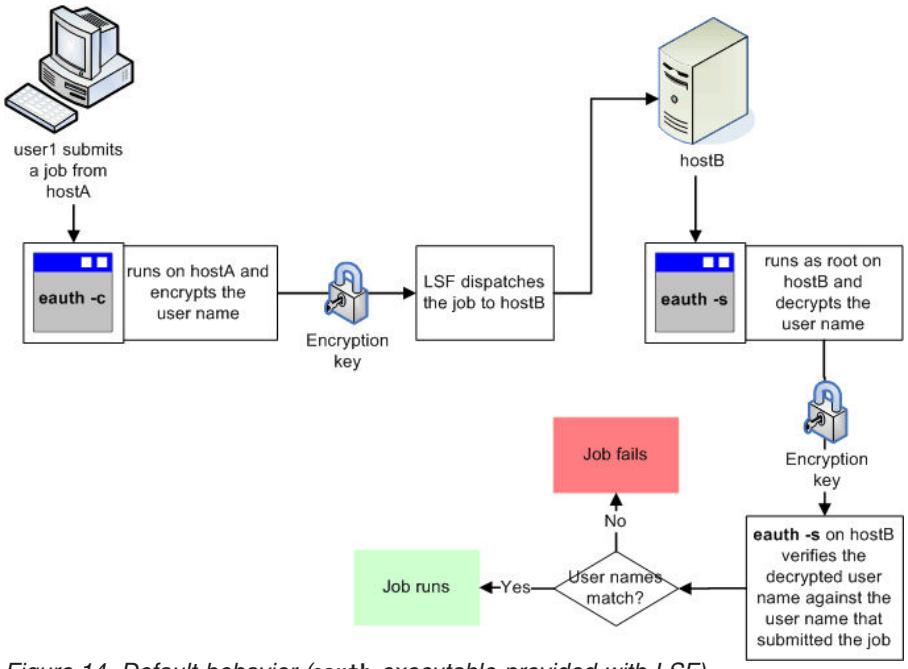

Figure 14. Default behavior (`eauth` executable provided with LSF)

The `eauth` executable uses corresponding processes `eauth -c` *host_name* (client) and `eauth -s` (server) to provide a secure data exchange between LSF daemons on client and server hosts. The variable *host_name* refers to the host on which `eauth -s` runs; that is, the host called by the command. For **`bsub`**, for example, the *host_name* is NULL, which means the authentication data works for any host in the cluster.

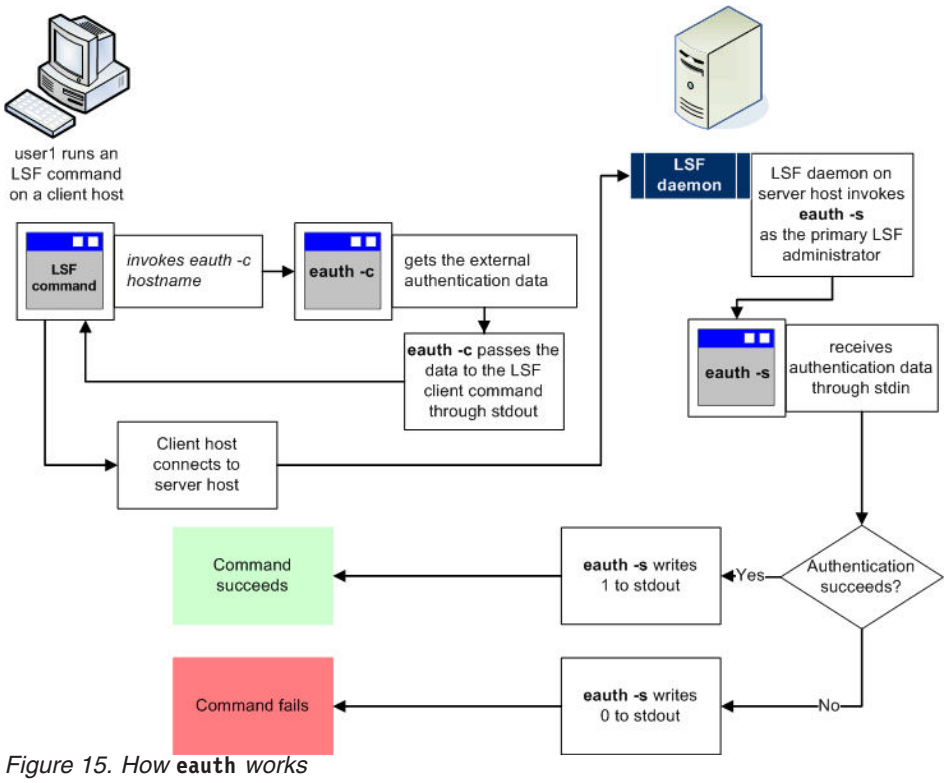

Figure 15. How **eauth** *works*

One `eauth -s` process can handle multiple authentication requests. If `eauth -s` terminates, the LSF daemon invokes another instance of `eauth -s` to handle new authentication requests.

The standard input stream to `eauth -s` is a text string with the following format:

```
uid gid user_name client_addr client_port user_auth_data_len eauth_client
eauth_server aux_data_file aux_data_status user_auth_data
```

where

The variable ...	Represents the ...
uid	User ID of the client user
gid	Group ID of the client user
user_name	User name of the client user
client_addr	IP address of the client host
client_port	Port number from which the client request originates
user_auth_data_len	Length of the external authentication data passed from the client host
eauth_client	Daemon or user that invokes **eauth -c**
eauth_server	Daemon that invokes **eauth -s**
aux_data_file	Location of the temporary file that stores encrypted authentication data

The variable ...	Represents the ...
aux_data_status	File in which **eauth -s** stores authentication status. When used with Kerberos authentication, **eauth -s** writes the source of authentication to this file if authentication fails. For example, if mbatchd to mbatchd authentication fails, **eauth -s** writes "mbatchd" to the file defined by *aux_data_status*. If user to mbatchd authentication fails, **eauth -s** writes "user" to the *aux_data_status* file.
user_auth_data	External authentication data passed from the client host

The variables required for the **eauth** executable depend on how you implement external authentication at your site. For **eauth** parsing, unused variables are marked by '".

User credentials

When an LSF user submits a job or issues a command, the LSF daemon that receives the request verifies the identity of the user by checking the user credentials. External authentication provides the greatest security of all LSF authentication methods because the user credentials are obtained from an external source, such as a database, and then encrypted prior to transmission. For Windows hosts, external authentication is the only truly secure type of LSF authentication.

Host credentials

LSF first authenticates users and then checks host credentials. LSF accepts requests sent from all hosts configured as part of the LSF cluster, including floating clients and any hosts that are dynamically added to the cluster. LSF rejects requests sent from a non-LSF host. If your cluster requires additional host authentication, you can write an `eauth` executable that verifies both user and host credentials.

Daemon credentials

Daemon authentication provides a secure channel for passing credentials between hosts, mediated by the master host. The master host mediates authentication by means of the **eauth** executable, which ensures secure passing of credentials between submission hosts and execution hosts, even though the submission host does not know which execution host will be selected to run a job.

Daemon authentication applies to the following communications between LSF daemons:

- mbatchd requests to sbatchd
- sbatchd updates to mbatchd
- PAM interactions with res
- mbatchd to mbatchd (in a MultiCluster environment)

Kerberos authentication

Kerberos authentication is an extension of external daemon authentication, providing authentication of LSF users and daemons during client-server interactions. The **eauth.krb** executable is provided in the installation package under $LSF_SERVERDIR and uses Kerberos Version 5 APIs for interactions between mbatchd and sbatchd, and between pam and res. When you use Kerberos authentication for a cluster or MultiCluster, authentication data is encrypted along the entire path from job submission through to job completion.

You can also use Kerberos authentication for delegation of rights (forwarding credentials) when a job requires a Kerberos ticket during job execution. LSF ensures that a ticket-granting ticket (TGT) can be forwarded securely to the execution host. LSF also automatically renews Kerberos credentials.

Kerberos Integration

Kerberos integration for LSF includes the following features:

- The dedicated binary krbrenewd renews TGTs for pending jobs and running jobs. It is enhanced to handle a large number of jobs without creating too much overhead for mbatchd and KDC.
- Separate user TGT forwarding from daemon and user authentication with a parameter, **LSB_KRB_TGT_FWD**, to control TGT forwarding.
- Kerberos solution package is preinstalled in the LSF install directory, relieving users from compiling from source code. krb5 function calls are dynamically linked.
- Preliminary TGT forwarding support for parallel jobs, including shared directory support for parallel jobs. If all hosts at a customer site have a shared directory, you can configure this directory in lsf.conf via parameter **LSB_KRB_TGT_DIR**, and the TGT for each individual job will be stored here.
- LSF Kerberos integration works in a NFSv4 environment.

Install LSF in a location that does not require a credential to access.

You must provide the following krb5 libraries since they do not ship with LSF:

- libkrb5.so
- libkrb5support.so
- libk5crypto.so
- libcom_err.so

Set **LSB_KRB_LIB_PATH** in lsf.conf to the path that contains these four libraries.

When using Kerberos integration, note the following:

- If you turn on the account mapping feature of LSF, you must ensure that the execution user has read/write permission for the directory defined by **LSB_KRB_TGT_DIR** which holds the run time TGT
- krb5 libs are required for TGT manipulation.
- TGT renew limit should be configured so it is long enough for jobs to finish running. Long jobs which last several hours or even several days need their TGTs renewed in time to keep the job running. Ensure the job execution time does not exceed the TGT renew limit.
- With **blaunch**, only one task res is invoked per host.

- **blaunch** krb5 does not support auto-resizable jobs.
- **blaunch** krb5 does not support pre LSF 9.1.2 remote execution server, and therefore the renew script will not work in pre 9.1.2 RES. Similarly, **blaunch** krb5 does not support pre LSF 9.1.2 sbatchd. Therefore, child sbatchds cannot be kerberized and the renew script does not work in pre 9.1.2 root sbatchd.
- **brequeue** does not transfer new TGTs to **mbatchd**. If a job is re-queued by the **brequeue** command, the TGT job used is the one that is cached by **mbatchd**.
- LSF does not check the contents or exit code of the erenew script. If erenew contains the wrong command, AFS tokens may not be renewed and LSF will not report any error in the log file. Therefore, users must ensure that the commands in erenew can renew AFS tokens successfully.
- Some **bsub** arguments, such as **bsub -Zs**, **bsub –is**, etc., require the **bsub** command to do file manipulation. In this case, if the file involved resides in the AFS volume, users must ensure they acquire a proper AFS token before they run **bsub**.

Kerberos Support for NFSv4 and AFS

When using LSF on NFSv4 or Andrew File System (AFS), each process in a sequential job or a distributed parallel job needs to periodically renew its credentials. For this re-authentication to take place in a secure, user friendly environment, a TGT file is distributed to each execution host and the root sbatchd in each execution host renews the TGT.

If you use the AFS feature, you must provide libs libkopenafs.so or libkopenafs.so.1 which do not ship with LSF. You can use them from the openafs-authlibs-* package or build them directly from the AFS source.

To support AFS, LSF provides an external renew hook mechanism which is called after TGT is renewed. Users can write their own renew logic through this renew hook. More specifically, users can use the demo script named erenew.krb5 in $LSF_SERVERDIR and rename it to erenew. Users can also create an executable named erenew in $LSF_SERVERDIR. This erenew script will be called immediately at job startup time to make sure the user's job has a valid AFS token. LSF will also automatically call this binary after TGT is renewed. For example, AFS users can use this hook to run **aklog** for renewing AFS tokens.

Scope

Applicability	Details
Operating system	• UNIX
Allows for	• Authentication of LSF users, hosts, and daemons • Authentication of any number of LSF users
Not required for	• Authorization of users based on account permissions

Applicability	Details
Dependencies	• UNIX user accounts must be valid on all hosts in the cluster, or the correct type of account mapping must be enabled: – For a cluster with a non-uniform user name space, between-host account mapping must be enabled – For a MultiCluster environment with a non-uniform user name space, cross-cluster user account mapping must be enabled • User accounts must have the correct permissions to successfully run jobs. • The owner of `lsf.sudoers` on Windows must be `Administrators`.

Configuration to enable external authentication

During LSF installation:

- The parameter **LSF_AUTH** in `lsf.conf` is set to `eauth`, which enables external authentication
- A default `eauth` executable is installed in the directory that is specified by the parameter **LSF_SERVERDIR** in `lsf.conf`

The default executable provides an example of how the `eauth` protocol works. You should write your own `eauth` executable to meet the security requirements of your cluster.

Configuration file	Parameter and syntax	Default behavior
`lsf.conf`	LSF_AUTH=eauth	• Enables external authentication
	LSF_AUTH_DAEMONS=1	• Enables daemon authentication when external authentication is enabled **Note:** By default, daemon authentication is not enabled. If you enable daemon authentication and want to turn it off later, you must comment out or delete the parameter **LSF_AUTH_DAEMONS**.

Configuration to enable Kerberos integration - configure Kerberos features

There are three independent features you can configure with Kerberos:

- TGT forwarding
- User eauth using krb5

- Inter-daemon authentication using krb5

TGT forwarding is the most commonly used. All of these features need to dynamically load krb5 libs, which can be set by the **LSB_KRB_LIB_PATH** parameter. This parameter is optional. It tells LSF where krb5 is installed. If not set, it defaults to `/usr/local/lib`.

To enable TGT forwarding:

1. Register the user principal in the KDC server (if not already done). Set **LSB_KRB_TGT_FWD**=`Y|y` in lsf.conf. This is mandatory. This parameter serves as an overall switch which turns TGT forwarding on or off.
2. Set **LSB_KRB_CHECK_INTERVAL** in lsf.conf. This is optional. This parameter controls the time interval for TGT checking. If not set, the default value of 15 minutes is used.
3. Set **LSB_KRB_RENEW_MARGIN** in lsf.conf. This is optional. This parameter controls how much elapses before TGT is renewed. If not set, the default value of 1 hour is used.
4. Set **LSB_KRB_TGT_DIR** in lsf.conf. This is optional. It specifies where to store TGT on the execution host. If not set, it defaults to `/tmp` on the execution host.
5. Restart LSF.
6. Run **kinit -r [sometime] -f** to obtain a user TGT for forwarding.
7. Submit jobs as normal.

To enable user eauth using krb5:

1. Replace the eauth binary in `$LSF_SERVERDIR` with `eauth.krb5` which resides in the same directory.
2. Set **LSF_AUTH=**`eauth` in lsf.conf (this is the default setting).

To enable inter-daemon authentication using krb5:

1. Replace the eauth binary in `$LSF_SERVERDIR` with `eauth.krb5` which resides in the same directory.
2. Set **LSF_AUTH=**`eauth` in lsf.conf (this is the default setting).
3. Set **LSF_AUTH_DAEMONS=**1 in lsf.conf.

Adding Kerberos principals for LSF for user and daemon authentication

The first step is to configure the Kerberos server. Follow the procedure below to set up a Kerberos principal and key table entry items used by LSF `mbatchd` to communicate with user commands and other daemons:

1. Create a Kerberos "master LSF principal" using the **kadmin** command's add principal subcommand (**addprinc**). The principal's name is `lsf/cluster_name@realm_name.` In this example, you add a master LSF principal to cluster1:
   a. Run **kadmin: addprinc lsf/cluster1**
   b. Enter a password for the principal `lsf/cluster1@COMPANY.COM:<enter password here>`
   c. Re-enter the password for the principal `lsf/cluster1@COMPANY.COM:<re-type password>`

      The principal `lsf/cluster1@COMPANY.COM` is created.

d. Run the **ktadd** subcommand of **kadmin** on all master hosts to add a key for mbatchd to the local host keytab file:

```
kadmin: ktadd -k /etc/krb5.keytab lsf/cluster_name
```

2. Once you have created the master LSF principal, you must set up a principal for each LSF server host. Create a host principal for LSF using the **kadmin** command's add principal subcommand (**addprinc**). The principal's name is lsf/host_name@realm_name. In this example, you add a host principal for HostA:
   a. Run **kadmin: addprinc lsf/hostA.company.com**
   b. Enter a password for the principal lsf/hostA.company.com@COMPANY.COM:<enter password here>
   c. Re-enter the password for the principal **lsf/hostA.company.com@COMPANY.COM**:<re-type password>
   d. Run **kadmin** and use **ktadd** to add this key to the local keytab on each host. You must run **kadmin** as root. In this example, you create a local key table entry for HostA:

```
kadmin: ktadd -k /etc/krb5.keytab lsf/hostA.company.com
```

Configuring LSF to work in an AFS or NFSv4 environment

To configure LSF to work in an AFS or NFSv4 environment (for example, to give LSF and the user's job access to an AFS filesystem):

1. Set **LSB_KRB_TGT_FWD=Y** in lsf.conf.
2. Set **LSB_AFS_JOB_SUPPORT=Y** in lsf.conf.
3. Optional: Set **LSB_AFS_BIN_DIR=** path to aklog command. If not set, the system searches in /bin, /usr/bin, /usr/local/bin, /usr/afs/bin.
4. Rename $LSF_SERVERDIR/erenew.krb5 to $LSF_SERVERDIR/erenw or write an executable named **erenew** in $LSF_SERVERDIR with minimally the following content:

```
#!/bin/sh
/path/to/aklog/command/aklog
```

5. Submit the job. For example, a user may submit a parallel job to run on two hosts:

```
bsub -m "host1 host2" -n 2 -R "span[ptile=1]" blaunch <user job commands...>
```

The end user should be able to use the system normally as long as they have a Kerberos credential before they submit a job.

Generally, the erenew interface functions as follows: If **LSB_KRB_TGT_FWD=Y** in lsf.conf and there is an executable named erenew in $LSF_SERVERDIR, then LSF will run this executable:

- Once per host per job on dispatch
- Once per host per job immediately after the Kerberos TGT is renewed

If the system is configured for AFS, the user's tasks will run in the same Process Authentication Group (PAG) in which this executable is run on each host. Users should ensure their renew script does not create new PAG, because every task process will automatically be put into an individual PAG. PAG is the group with which AFS associates security tokens.

When the parameter **LSB_AFS_JOB_SUPPORT** in lsf.conf is set to Y|y:

1. LSF assumes the user's job is running in an AFS environment, and calls **aklog -setpag** to create a new PAG for the user's job if it is a sequential job, or to create a separate PAG for each task res if the job is a **blaunch** job.
2. LSF runs the `erenew` script after the TGT is renewed. This script is primarily used to run **aklog**.
3. LSF assumes that **JOB_SPOOL_DIR** resides in the AFS volume. It kerberizes the child **sbatchd** to get the AFS token so the child **sbatchd** can access **JOB_SPOOL_DIR**.

A typical use case for an end user is to set **LSB_AFS_JOB_SUPPORT=Y** in `lsf.conf` and only call **aklog** in the `erenew` script. The user should not initiate a new PAG in the `erenew` script (such as calling aklog -setpag) in this case. If this parameter is changed, you must restart root res to make the change take effect.

If **LSB_AFS_JOB_SUPPORT=Y**, then LSF will need **aklog** in AFS to create a new PAG. You can then use the **LSB_AFS_BIN_DIR** parameter in `lsf.conf` to tell LSF the file path and directory where **aklog** resides.

If **LSB_AFS_BIN_DIR** is not defined, LSF will search in the following order: `/bin`, `/usr/bin`, `/usr/local/bin`, `/usr/afs/bin`. The search stops as soon as an executable **aklog** is found.

To turn off this TGT renewal process where the TGT file is distributed to each execution host, and instead have the TGT reside on a shared file system where each process can read it, define a directory for **LSB_KRB_TGT_DIR** in `lsf.conf`.

External authentication behavior

The following example illustrates how a customized `eauth` executable can provide external authentication of users, hosts, and daemons. In this example, the `eauth` executable has been customized so that corresponding instances of `eauth -c` and `eauth -s` obtain user, host, and daemon credentials from a file that serves as the external security system. The `eauth` executable can also be customized to obtain credentials from an operating system or from an authentication protocol such as Kerberos.

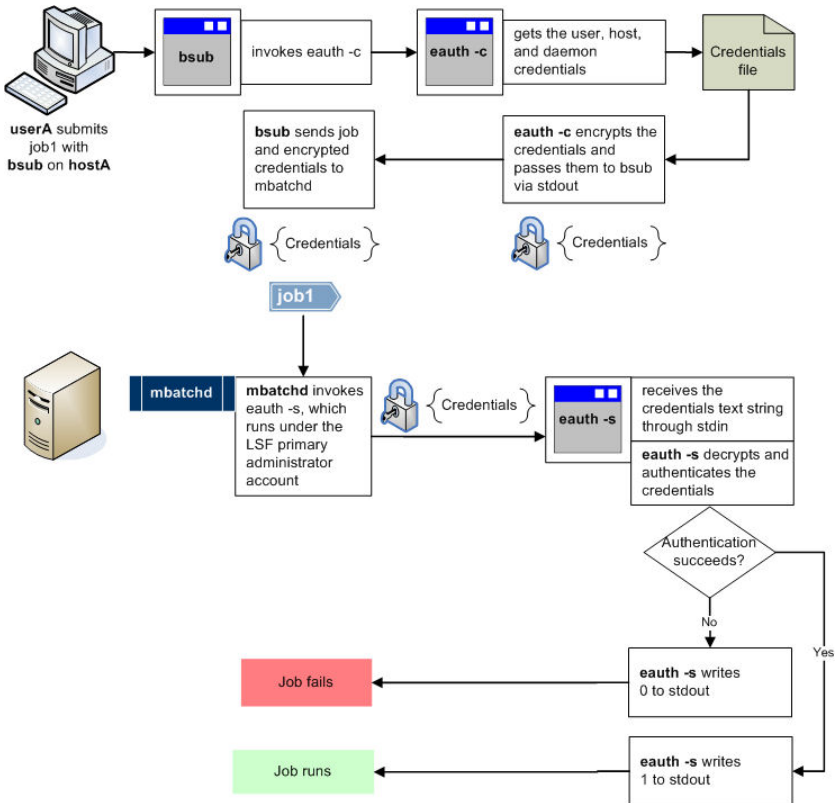

Figure 16. Example of external authentication

Authentication failure

When external authentication is enabled, the message

```
User permission denied
```

indicates that the `eauth` executable failed to authenticate the user's credentials.

Security

External authentication—and any other LSF authentication method—depends on the security of the root account on all hosts within the cluster. Limit access to the root account to prevent unauthorized use of your cluster.

Configuration to modify external authentication

You can modify external authentication behavior by writing your own `eauth` executable. There are also configuration parameters that modify various aspects of external authentication behavior by:

- Increasing security through the use of an external encryption key (recommended)
- Specifying a trusted user account under which the `eauth` executable runs (UNIX and Linux only)

You can also choose Kerberos authentication to provide a secure data exchange during LSF user and daemon authentication and to forward credentials to a remote host for use during job execution.

Configuration to modify security

File	Parameter and syntax	Descriptions
`lsf.sudoers`	**LSF_EAUTH_KEY**=*key*	• The eauth executable uses the external encryption key that you define to encrypt and decrypt the credentials. • The key must contain at least six characters and must use only printable characters. • For UNIX, you must edit the `lsf.sudoers` file on all hosts within the cluster and specify the same encryption key. You must also configure **eauth** as setuid to root so that eauth can read the `lsf.sudoers` file and obtain the value of **LSF_EAUTH_KEY**. • For Windows, you must edit the shared `lsf.sudoers` file.

Configuration to specify the eauth user account

On UNIX hosts, the **eauth** executable runs under the account of the primary LSF administrator. You can modify this behavior by specifying a different trusted user account. For Windows hosts, you do not need to modify the default behavior because **eauth** runs under the service account, which is always a trusted, secure account.

File	Parameter and syntax	Description
`lsf.sudoers`	**LSF_EAUTH_USER**=*user_name*	• UNIX only • The `eauth` executable runs under the account of the specified user rather than the account of the LSF primary administrator • You must edit the `lsf.sudoers` file on all hosts within the cluster and specify the same user name.

Configuration to modify Kerberos authentication

Kerberos authentication is supported only for UNIX and Linux hosts, and only on the following operating systems:

- IRIX 6.5
- Linux 2.*x*

- Solaris 2.*x*

Configuration file	Parameter and syntax	Behavior
`lsf.conf`	**LSF_AUTH=eauth**	• Enables external authentication
	LSF_AUTH_DAEMONS=1	• Enables daemon authentication when external authentication is enabled
	LSB_KRB_TGT_FWD=Y|y|N|n	• Controls the user Ticket Granting Ticket (TGT) forwarding feature
	LSB_KRB_TGT_DIR=dir	• Specifies a directory in which Ticket Granting Ticket (TGT) for a running job is stored.
	LSB_KRB_CHECK_INTERVAL=minutes	Sets a time interval for how long krbrenewd and root sbd should wait before the next check.
	LSB_KRB_RENEW_MARGIN=minutes	Specifies how long krbrenewd and root sbd have to renew Ticket Granting Ticket (TGT) before it expires.
	LSB_KRB_LIB_PATH=path to krb5 lib	• Specifies the Lib path that contains krb5 libs.
	LSB_EAUTH_EACH_SUBPACK=Y|y|N|n	Makes bsub call eauth for each sub-pack.
`lsf.sudoers`	**LSF_EAUTH_USER**=root	• for Kerberos authentication, the eauth executable must run under the root account • You must edit the `lsf.sudoers` file on all hosts within the cluster and specify the same user name. The Kerberos specific eauth is only used for user authentication or deamon authentication

External authentication commands

Commands for submission

Command	Description
All LSF commands	• If the parameter **LSF_AUTH**=eauth in the file lsf.conf, LSF daemons authenticate users and hosts—as configured in the eauth executable—before executing an LSF command • If external authentication is enabled and the parameter **LSF_AUTH_DAEMONS**=1 in the file lsf.conf, LSF daemons authenticate each other as configured in the eauth executable

Commands to monitor

Not applicable: There are no commands to monitor the behavior of this feature.

Commands to control

Not applicable: There are no commands to control the behavior of this feature.

Commands to display configuration

Command	Description
badmin showconf	• Displays all configured parameters and their values set in lsf.conf or ego.conf that affect **mbatchd** and **sbatchd**. Use a text editor to view other parameters in the lsf.conf or ego.conf configuration files. • In a MultiCluster environment, displays the parameters of daemons on the local cluster.

Use a text editor to view the lsf.sudoers configuration file.

Job Email and Job File Spooling

Email notification

When a batch job completes or exits, LSF by default sends a job report by email to the submitting user account. The report includes the following information:

- Standard output (stdout) of the job
- Standard error (stderr) of the job
- LSF job information such as CPU, process, and memory usage

The output from stdout and stderr are merged together in the order printed, as if the job was run interactively. The default standard input (stdin) file is the null device. The null device on UNIX is /dev/null.

Enable the **LSB_POSTEXEC_SEND_MAIL** parameter in lsf.conf to have LSF send a second email to the user that provides details of the post execution, if any. This includes any applicable output.

bsub mail options

-B

Sends email to the job submitter when the job is dispatched and begins running. The default destination for email is defined by LSB_MAILTO in `lsf.conf`.

-u user_name

If you want mail sent to another user, use the `-u` *user_name* option to the **bsub** command. Mail associated with the job will be sent to the named user instead of to the submitting user account.

-N

If you want to separate the job report information from the job output, use the `-N` option to specify that the job report information should be sent by email.

Users can set the environment variable **LSB_JOB_REPORT_MAIL=N** at job submission to disable email notification.

Output and error file options (-o output_file, -e error_file, -oo output_file, and -eo error_file)

The output file created by the `-o` and `-oo` options to the **bsub** command normally contains job report information as well as the job output. This information includes the submitting user and host, the execution host, the CPU time (user plus system time) used by the job, and the exit status.

If you specify a `-o` *output_file* or `-oo` *output_file* option and do not specify a `-e` *error_file* or `-eo` *error_file* option, the standard output and standard error are merged and stored in *output_file*. You can also specify the standard input file if the job needs to read input from `stdin`.

Note:

The file path can contain up to 4094 characters for UNIX and Linux, or up to 255 characters for Windows, including the directory, file name, and expanded values for %J (*job_ID*) and %I (*index_ID*).

The output files specified by the output and error file options are created on the execution host.

Disable job email

- specify `stdout` and `stderr` as the files for the output and error options (`-o`, `-oo`, `-e`, and `-eo`).

  For example, the following command directs `stderr` and `stdout` to file named `/tmp/job_out`, and no email is sent.

  ```
  bsub -o /tmp/job_out sleep 5
  ```

- On UNIX, for no job output or email specify `/dev/null` as the output file:

  ```
  bsub -o /dev/null sleep 5
  ```

The following example submits `myjob` to the night queue:

```
bsub -q night -i job_in -o job_out -e job_err myjob
```

The job reads its input from file `job_in`. Standard output is stored in file `job_out`, and standard error is stored in file `job_err`.

By default, LSF sends email to users when their jobs finish. It may not be desirable to receive email after submitting a lot of jobs, and it may be difficult to change job scripts with short notice, especially if those job scripts are shared between users who want email and users who don't. Therefore, LSF provides a simple way to disable the sending of job level email notification from the cluster. When the administrator sets **LSB_JOB_REPORT_MAIL** in `lsf.conf`, email notification for all jobs is disabled. All **sbatchds** must be restarted on all hosts. However, end users can set the value for **LSB_JOB_REPORT_MAIL** in the job submission environment to disable email notification for only that particular job and not email for all jobs. In this case, there is no need to restart **sbatchd**.

If you define **LSB_JOB_REPORT_MAIL** as `N`, no mail will be sent by **sbatchd** and it doesn't affect email sent by **mbatchd**. It also means you do not have to change your job script.

When defining **LSB_JOB_REPORT_MAIL**, note the following:

- **esub**: If you submit a job using **bsub –a xxx** and don't want **sbatchd** to send email, you can set **LSB_JOB_REPORT_MAIL=N|n** before submitting the job. You can also change this parameter's value using **LSB_SUB_MODIFY_ENVFILE** in the **esub** script. However, when using **bmod** with **esub**, you cannot change the value of this parameter even if you use **LSB_SUB_MODIFY_ENVFILE** in the **esub** script.
- Chunk job: After the job is done, the submitter or mail user will receive email from **sbatchd**. If you set **LSB_JOB_REPORT_MAIL=N|n** before submitting the job, no email will be sent by **sbatchd**.
- MultiCluster: When a job is forwarded from the sending cluster to the execution cluster, **sbatchd** in the execution cluster sends email to the job's submitter or mail user. If you set **LSB_JOB_REPORT_MAIL=N|n** before submitting the job, no email will be sent by the execution cluster's **sbatchd**.
- Job re-run: When a job is scheduled to rerun on another host, **sbatchd** will send the email to the submitter or mail user. If you set **LSB_JOB_REPORT_MAIL=N|n** before submitting job, no email will be sent. If you change the value of **LSB_JOB_REPORT_MAIL** before rerunning the job, the new value will not affect **sbatchd**.
- Checkpoint job restart: If you set **LSB_JOB_REPORT_MAIL=N|n** before submitting a checkpoint job, no email will be sent by **sbatchd** when the job is done. If you want to restart the checkpoint job and don't want **sbatchd** to send email, set **LSB_JOB_REPORT_MAIL=N|n** before restarting the job.
- Pre-execution specified during job submission or in CLI: If you submit a job using **bsub –E pre-exec**, **sbatchd** will send an email to the job's submitter or mail user when the job is done. If you don't want **sbatchd** to send email, set **LSB_JOB_REPORT_MAIL=N|n** before submitting the job. If you change the value of **LSB_JOB_REPORT_MAIL** in the pre-execution script, the new value will not affect **sbatchd**'s sending mail action on the execution host.
- Pre-execution or job-starter at the queue level: If you submit a job using **bsub –q queueName**, **sbatchd** will send email to the job's submitter or mail user when the job is done. If you don't want **sbatchd** to send email, set **LSB_JOB_REPORT_MAIL=N|n** before submitting the job. If you change the value of **LSB_JOB_REPORT_MAIL** in the pre-execution or job-starter script, the new value will not affect **sbatchd**'s sending mail action on the execution host.

Size of job email

Some batch jobs can create large amounts of output. To prevent large job output files from interfering with your mail system, you can use the LSB_MAILSIZE_LIMIT parameter in `lsf.conf` to limit the size of the email containing the job output information.

By default, LSB_MAILSIZE_LIMIT is not enabled—no limit is set on size of batch job output email.

If the size of the job output email exceeds LSB_MAILSIZE_LIMIT, the output is saved to a file under JOB_SPOOL_DIR, or the default job output directory if JOB_SPOOL_DIR is undefined. The email informs users where the job output is located.

If the `-o` or `-oo` option of **bsub** is used, the size of the job output is not checked against LSB_MAILSIZE_LIMIT.

LSB_MAILSIZE environment variable

LSF sets LSB_MAILSIZE to the approximate size in KB of the email containing job output information, allowing a custom mail program to intercept output that is larger than desired. If you use the LSB_MAILPROG parameter to specify the custom mail program that can make use of the LSB_MAILSIZE environment variable, it is not necessary to configure LSB_MAILSIZE_LIMIT.

LSB_MAILSIZE is not recognized by the LSF default mail program. To prevent large job output files from interfering with your mail system, use LSB_MAILSIZE_LIMIT to explicitly set the maximum size in KB of the email containing the job information.

LSB_MAILSIZE values

The LSB_MAILSIZE environment variable can take the following values:

- A positive integer: if the output is being sent by email, LSB_MAILSIZE is set to the estimated mail size in KB.
- `-1`:if the output fails or cannot be read, LSB_MAILSIZE is set to -1, and the output is sent by email using LSB_MAILPROG if specified in `lsf.conf`.
- Undefined: If you use the output or error options (**-o**, **-oo**, **-e**, or **-eo)** of **bsub**, the output is redirected to an output file. Because the output is not sent by email in this case, LSB_MAILSIZE is not used and LSB_MAILPROG is not called.

If the `-N` option is used with the output or error options of **bsub**, LSB_MAILSIZE is not set.

Directory for job output

The output and error options (`-o`, `-oo`, `-e`, and `-eo`) of the **bsub** and **bmod** commands can accept a file name or directory path. LSF creates the standard output and standard error files in this directory. If you specify only a directory path, job output and error files are created with unique names based on the job ID so that you can use a single directory for all job output, rather than having to create separate output directories for each job.

Note:

The directory path can contain up to 4094 characters for UNIX and Linux, or up to 255 characters for Windows.

Specify a directory for job output

Make the final character in the path a slash (/) on UNIX, or a double backslash (\\) on Windows.
If you omit the trailing slash or backslash characters, LSF treats the specification as a file name.
If the specified directory does not exist, LSF creates it on the execution host when it creates the standard error and standard output files.
By default, the output files have the following format:
Standard output: `output_directory/job_ID.out`
Standard error: `error_directory/job_ID.err`

Example

The following command creates the directory `/usr/share/lsf_out` if it does not exist, and creates the standard output file *job_ID*`.out` in this directory when the job completes:

```
bsub -o /usr/share/lsf_out/ myjob
```

The following command creates the directory `C:\lsf\work\lsf_err` if it does not exist, and creates the standard error file *job_ID*`.err` in this directory when the job completes:

```
bsub -e C:\lsf\work\lsf_err\\ myjob
```

File spooling for job input, output, and command files

LSF enables *spooling* of job input, output, and command files by creating directories and files for buffering input and output for a job. LSF removes these files when the job completes.

You can make use of file spooling when submitting jobs with the `-is` and `-Zs` options to **bsub**. Use similar options in **bmod** to modify or cancel the spool file specification for the job. Use the file spooling options if you need to modify or remove the original job input or command files before the job completes. Removing or modifying the original input file does not affect the submitted job.

Note:

The file path for spooling job input, output, and command files can contain up to 4094 characters for UNIX and Linux, or up to 255 characters for Windows, including the directory, file name, and expanded values for %J (*job_ID*) and %I (*index_ID*).

File spooling is not supported across MultiClusters.

Specify job input file

- Use **bsub -i input_file** and **bsub -is input_file** to get the standard input for the job from the file path name specified by *input_file*.

  input_file can be an absolute path or a relative path to the current working directory, and can be any type of file though it is typically a shell script text file.

  The **-is** option spools the input file to the directory specified by the JOB_SPOOL_DIR parameter in `lsb.params`, and uses the spooled file as the input file for the job.

Note:

With **bsub -i** you can use the special characters %J and %I in the name of the input file. %J is replaced by the job ID. %I is replaced by the index of the job in the array, if the job is a member of an array, otherwise by 0 (zero).

- Use **bsub -is** to change the original input file before the job completes. Removing or modifying the original input file does not affect the submitted job.

LSF first checks the execution host to see if the input file exists, and if so uses this file as the input file for the job. Otherwise, LSF attempts to copy the file from the submission host to the execution host. For the file copy to be successful, you must allow remote copy (**rcp**) access, or you must submit the job from a server host where RES is running. The file is copied from the submission host to a temporary file in the directory specified by the JOB_SPOOL_DIR parameter in `lsb.params`, or your `$HOME/.lsbatch` directory on the execution host. LSF removes this file when the job completes.

Change job input file

- Use **bmod -i input_file** and **bmod -is input_file** to specify a new job input file.
- Use **bmod -in** and **bmod -isn** to cancel the last job input file modification made with either `-i` or `-is`.

Job spooling directory (JOB_SPOOL_DIR)

The **JOB_SPOOL_DIR** in `lsb.params` sets the job spooling directory. If defined, **JOB_SPOOL_DIR** should be:

- A shared directory accessible from the master host and the submission host.
- A valid path up to a maximum length up to 4094 characters on UNIX and Linux or up to 255 characters for Windows.
- Readable and writable by the job submission user.

Except for **bsub -is** and **bsub -Zs**, if JOB_SPOOL_DIR is not accessible or does not exist, output is spooled to the default job output directory `.lsbatch`.

For **bsub -is** and **bsub -Zs**, JOB_SPOOL_DIR must be readable and writable by the job submission user. If the specified directory is not accessible or does not exist, **bsub -is** and **bsub -Zs** cannot write to the default directory and the job will fail.

JOB_SPOOL_DIR specified:

- The job input file for **bsub -is** is spooled to `JOB_SPOOL_DIR/lsf_indir`. If the `lsf_indir` directory does not exist, LSF creates it before spooling the file. LSF removes the spooled file when the job completes.
- The job command file for **bsub -Zs** is spooled to `JOB_SPOOL_DIR/lsf_cmddir`. If the `lsf_cmddir` directory does not exist, LSF creates it before spooling the file. LSF removes the spooled file when the job completes.

JOB_SPOOL_DIR not specified:

- The job input file for **bsub -is** is spooled to `LSB_SHAREDIR/`*`cluster_name`*`/lsf_indir`. If the `lsf_indir` directory does not exist, LSF creates it before spooling the file. LSF removes the spooled file when the job completes.
- The job command file for **bsub -Zs** is spooled to `LSB_SHAREDIR/`*`cluster_name`*`/lsf_cmddir`. If the `lsf_cmddir` directory does not exist, LSF creates it before spooling the file. LSF removes the spooled file when the job completes.

If you want to use job file spooling without specifying JOB_SPOOL_DIR, the LSB_SHAREDIR/*cluster_name* directory must be readable and writable by all the job submission users. If your site does not permit this, you must manually create lsf_indir and lsf_cmddir directories under LSB_SHAREDIR/*cluster_name* that are readable and writable by all job submission users.

Specify a job command file (bsub -Zs)

- Use **bsub -Zs** to spool a job command file to the directory specified by the JOB_SPOOL_DIR parameter in lsb.params.

  LSF uses the spooled file as the command file for the job.

  Note:

  The bsub -Zs option is not supported for embedded job commands because LSF is unable to determine the first command to be spooled in an embedded job command.
- Use **bmod -Zs** to change the command file after the job has been submitted.

  Changing the original input file does not affect the submitted job.
- Use **bmod -Zsn** to cancel the last spooled command file and use the original spooled file.
- Use **bmod -Z** to modify a command submitted without spooling

Non-Shared File Systems

About directories and files

LSF is designed for networks where all hosts have shared file systems, and files have the same names on all hosts.

LSF includes support for copying user data to the execution host before running a batch job, and for copying results back after the job executes.

In networks where the file systems are not shared, this can be used to give remote jobs access to local data.

Supported file systems

UNIX

On UNIX systems, LSF supports the following shared file systems:

- Network File System (NFS). NFS file systems can be mounted permanently or on demand using **automount**.
- Andrew File System (AFS): Supported on an on-demand basis under the parameters of the 9.1.2 integration with some published configuration parameters; supports sequential and parallel user jobs accessing AFS, **JOB_SPOOL_DIR** on AFS, and job output and error files on AFS.
- Distributed File System (DCE/DFS): Supported on an on-demand basis.

Windows

On Windows, directories containing LSF files can be shared among hosts from a Windows server machine.

Non-shared directories and files

LSF is usually used in networks with shared file space. When shared file space is not available, LSF can copy needed files to the execution host before running the job, and copy result files back to the submission host after the job completes.

Some networks do not share files between hosts. LSF can still be used on these networks, with reduced fault tolerance.

Use LSF with non-shared file systems

1. Follow the complete installation procedure on every host to install all the binaries, man pages, and configuration files.
2. Update the configuration files on all hosts so that they contain the complete cluster configuration.

   Configuration files must be the same on all hosts.
3. Choose one host to act as the LSF master host.
   a. Install LSF configuration files and working directories on this host
   b. Edit `lsf.cluster.`*cluster_name* and list this host first.
   c. Use the parameter LSF_MASTER_LIST in `lsf.conf` to set master host candidates.

      For Windows password authentication in a non-shared file system environment, you must define the parameter LSF_MASTER_LIST in `lsf.conf` so that jobs will run with correct permissions. If you do not define this parameter, LSF assumes that the cluster uses a shared file system environment.

Note:

Fault tolerance can be introduced by choosing more than one host as a possible master host, and using NFS to mount the LSF working directory on only these hosts. All the possible master hosts must be listed first in `lsf.cluster.`*cluster_name*. As long as one of these hosts is available, LSF continues to operate.

Remote file access with non-shared file space

LSF is usually used in networks with shared file space. When shared file space is not available, use the **bsub -f** command to have LSF copy needed files to the execution host before running the job, and copy result files back to the submission host after the job completes.

LSF attempts to run a job in the directory where the **bsub** command was invoked. If the execution directory is under the user's home directory, sbatchd looks for the path relative to the user's home directory. This handles some common configurations, such as cross-mounting user home directories with the `/net` automount option.

If the directory is not available on the execution host, the job is run in `/tmp`. Any files created by the batch job, including the standard output and error files created by the `-o` and `-e` options to **bsub**, are left on the execution host.

LSF provides support for moving user data from the submission host to the execution host before executing a batch job, and from the execution host back to the submitting host after the job completes. The file operations are specified with the `-f` option to **bsub**.

LSF uses the **lsrcp** command to transfer files. **lsrcp** contacts RES on the remote host to perform file transfer. If RES is not available, the UNIX **rcp** command is used or, if it is set, the command and options specified by setting **LSF_REMOTE_COPY_COMMAND** in `lsf.conf`.

Copy files from the submission host to execution host

Use **bsub -f "[***local_file operator* **[***remote_file***]]"**
To specify multiple files, repeat the `-f` option.
local_file is the file on the submission host, *remote_file* is the file on the execution host.
local_file and *remote_file* can be absolute or relative file path names. You must specific at least one file name. When the file *remote_file* is not specified, it is assumed to be the same as *local_file*. Including *local_file* without the operator results in a syntax error.
Valid values for *operator* are:

>

local_file on the submission host is copied to *remote_file* on the execution host before job execution. *remote_file* is overwritten if it exists.

<

remote_file on the execution host is copied to *local_file* on the submission host after the job completes. *local_file* is overwritten if it exists.

<<

remote_file is appended to *local_file* after the job completes. *local_file* is created if it does not exist.

><, <>

Equivalent to performing the > and then the < operation. The file *local_file* is copied to *remote_file* before the job executes, and *remote_file* is copied back, overwriting *local_file*, after the job completes. <> is the same as ><

LSF tries to change the directory to the same path name as the directory where the **bsub** command was run. If this directory does not exist, the job is run in your home directory on the execution host.

Note:

Specify *remote_file* as a file name with no path when running in non-shared file systems; this places the file in the job's current working directory on the execution host. This way the job will work correctly even if the directory where the **bsub** command is run does not exist on the execution host.

Examples

To submit `myjob` to LSF, with input taken from the file `/data/data3` and the output copied back to `/data/out3`, run the command:

```
bsub -f "/data/data3 > data3" -f "/data/out3 < out3" myjob data3 out3
```

To run the job `batch_update`, which updates the `batch_data` file in place, you need to copy the file to the execution host before the job runs and copy it back after the job completes:

```
bsub -f "batch_data <>" batch_update batch_data
```

Specify input file

Use **bsub -i** *input_file*.
If the input file specified is not found on the execution host, it is copied from the submission host using the LSF remote file access facility and is removed from the execution host after the job finishes.

Copy output files back to the submission host

The output files specified with the `bsub -o` and `bsub -e` are created on the execution host, and are not copied back to the submission host by default.

Use the remote file access facility to copy these files back to the submission host if they are not on a shared file system.
For example, the following command stores the job output in the `job_out` file and copies the file back to the submission host:

```
bsub -o job_out -f "job_out <" myjob
```

File transfer mechanism (lsrcp)

The LSF remote file access mechanism (**bsub -f**) uses **lsrcp** to process the file transfer. The **lsrcp** command tries to connect to RES on the submission host to handle the file transfer.

Limitations to lsrcp

Because LSF client hosts do not run RES, jobs that are submitted from client hosts should only specify **bsub -f** if **rcp** is allowed. You must set up the permissions for **rcp** if account mapping is used.

File transfer using **lscrp** is not supported in the following contexts:

- If LSF account mapping is used; **lsrcp** fails when running under a different user account
- LSF client hosts do not run RES, so **lsrcp** cannot contact RES on the submission host

See the *Authentication and Authorization* chapter for more information.

Workarounds

In these situations, use the following workarounds:

rcp and scp on UNIX

If **lsrcp** cannot contact RES on the submission host, it attempts to use **rcp** to copy the file. You must set up the `/etc/hosts.equiv` or `HOME/.rhosts` file in order to use **rcp**.

If **LSF_REMOTE_COPY_CMD** is set in `lsf.conf`, **lscrp** uses that command instead of **rcp** to copy the file. You can specify **rcp**, **scp**, or a custom copy command and options in this parameter.

See the **rcp**(1) and **rsh**(1) man pages for more information on using the **rcp** command.

Custom file transfer mechanism

You can replace **lsrcp** with your own file transfer mechanism as long as it supports the same syntax as **lsrcp**. This might be done to take advantage of a faster interconnection network, or to overcome limitations with the existing **lsrcp**. **sbatchd** looks for the **lsrcp** executable in the LSF_BINDIR directory as specified in the lsf.conf file.

Sample script for file transfer

```
#!/bin/sh
# lsrcp_fallback_cmd - Sample shell script to perform file copy between hosts.
#                      This script can be used by lsrcp by configuring
#                      LSF_REMOTE_COPY_CMD in lsf.conf.
# We recommend placing this file in $LSF_BINDIR.
#
SHELL_NAME="lsrcp_fallback_cmd"
RCP="rcp"
SCP="scp"
SOURCE=$1
DESTINATION=$2
ENOENT=2
EACCES=13
ENOSPC=28
noFallback()
{
echo "Do not try fallback commands"
EXITCODE=0
}
tryRcpScpInOrder()
{
    echo "Trying rcp..."
    $RCP $SOURCE $DESTINATION
    EXITCODE=$?
    #The exit code of rcp only indicates whether a connection was made succesfully or not.
    #An error will be returned if the hostname is not found
    #or the host refuses the connection. Otherwise, rcp is always successful.
    #So, we only try scp when the exit code is not zero. For other cases, we do nothing,
    #but the error message of rcp can be seen from terminal
    if [ $EXITCODE -ne 0 ]; then
       echo "Trying scp..."
       #If you don't configure SSH authorization and want users to input password,
       #remove the scp option of "-B -o 'strictHostKeyChecking no'"
       $SCP -B -o 'strictHostKeyChecking no' $SOURCE $DESTINATION
       EXITCODE=$?
    fi
}
tryScp()
{
    echo "Trying scp..."
    #If you don't configure SSH authorization and want users to input password,
    #remove the scp option of "-B -o 'strictHostKeyChecking no'"
    $SCP -B -o 'strictHostKeyChecking no' $SOURCE $DESTINATION
    EXITCODE=$?
}
tryRcp()
{
    echo "Trying rcp..."
    $RCP $SOURCE $DESTINATION
    EXITCODE=$?
}
usage()
{    echo "Usage: $SHELL_NAME source destination"
}
if [ $# -ne 2 ]; then
    usage
    exit 2
fi
```

Non-Shared File Systems

```
case $LSF_LSRCP_ERRNO in
        $ENOENT)
        noFallback
        ;;
        $EACCES)
        noFallback
        ;;
        $ENOSPC)
        noFallback
        ;;
        *)
        tryRcpScpInOrder
        ;;
esac
exit $EXITCODE
```

Error and Event Logging

System directories and log files

LSF uses directories for temporary work files, log files, and transaction files and spooling.

LSF keeps track of all jobs in the system by maintaining a transaction log in the work subtree. The LSF log files are found in the directory `LSB_SHAREDIR/`*cluster_name*`/logdir`.

The following files maintain the state of the LSF system:

lsb.events

LSF uses the `lsb.events` file to keep track of the state of all jobs. Each job is a transaction from job submission to job completion. LSF system keeps track of everything that is associated with the job in the `lsb.events` file.

lsb.events.*n*

The events file is automatically trimmed and old job events are stored in `lsb.event.`*n* files. When mbatchd starts, it refers only to the `lsb.events` file, not the `lsb.events.`*n* files. The **bhist** command can refer to these files.

Job script files in the info directory

When a user issues a **bsub** command from a shell prompt, LSF collects all of the commands issued on the bsub line and spools the data to mbatchd, which saves the **bsub** command script in the info directory (or in one of its subdirectories if MAX_INFO_DIRS is defined in `lsb.params`) for use at dispatch time or if the job is rerun. The info directory is managed by LSF and should not be modified by anyone.

Log directory permissions and ownership

Ensure that the permissions on the LSF_LOGDIR directory to be writable by `root`. The LSF administrator must own LSF_LOGDIR.

Log levels and descriptions

Number	Level	Description
0	LOG_EMERG	Log only those messages in which the system is unusable.
1	LOG_ALERT	Log only those messages for which action must be taken immediately.
2	LOG_CRIT	Log only those messages that are critical.
3	LOG_ERR	Log only those messages that indicate error conditions.
4	LOG_WARNING	Log only those messages that are warnings or more serious messages. This is the default level of debug information.
5	LOG_NOTICE	Log those messages that indicate normal but significant conditions or warnings and more serious messages.
6	LOG_INFO	Log all informational messages and more serious messages.
7	LOG_DEBUG	Log all debug-level messages.
8	LOG_TRACE	Log all available messages.

Manage error logs

Error logs maintain important information about LSF operations. When you see any abnormal behavior in LSF, you should first check the appropriate error logs to find out the cause of the problem.

LSF log files grow over time. These files should occasionally be cleared, either by hand or using automatic scripts.

Daemon error logs

LSF log files are reopened each time a message is logged, so if you rename or remove a daemon log file, the daemons will automatically create a new log file.

The LSF daemons log messages when they detect problems or unusual situations.

The daemons can be configured to put these messages into files.

The error log file names for the LSF system daemons are:

- `res.log.`*host_name*
- `sbatchd.log.`*host_name*
- `mbatchd.log.`*host_name*
- `mbschd.log.`*host_name*

LSF daemons log error messages in different levels so that you can choose to log all messages, or only log messages that are deemed critical. Message logging for LSF daemons (except LIM) is controlled by the parameter LSF_LOG_MASK in `lsf.conf`. Possible values for this parameter can be any log priority symbol that is defined in `/usr/include/sys/syslog.h`. The default value for LSF_LOG_MASK is LOG_WARNING.

Important:

LSF_LOG_MASK in lsf.conf no longer specifies LIM logging level in LSF 9. For LIM, you must use EGO_LOG_MASK in ego.conf to control message logging for LIM. The default value for EGO_LOG_MASK is LOG_WARNING.

Set the log files owner

You must be the cluster administrator. The performance monitoring (perfmon) metrics must be enabled or you must set LC_PERFM to debug.

You can set the log files owner for the LSF daemons (not including the `mbschd`). The default owner is the LSF Administrator.

Restriction:

Applies to UNIX hosts only.

Restriction:

This change only takes effect for daemons that are running as `root`.

1. Edit `lsf.conf` and add the parameter LSF_LOGFILE_OWNER.
2. Specify a user account name to set the owner of the log files.
3. Shut down the LSF daemon or daemons you want to set the log file owner for.
   Run **`lsfshutdown`** on the host.
4. Delete or move any existing log files.

   Important:

   If you do not clear out the existing log files, the file ownership does not change.
5. Restart the LSF daemons that you shut down.
   Run **`lsfstartup`** on the host.

View the number of file descriptors remaining

The performance monitoring (perfmon) metrics must be enabled or you must set LC_PERFM to debug.

The `mbatchd` daemon can log a large number of files in a short period when you submit a large number of jobs to LSF. You can view the remaining file descriptors at any time.

Restriction:

Applies to UNIX hosts only.

Run **`badmin perfmon view`**.
The free, used, and total amount of file descriptors display.

On AIX5, 64-bit hosts, if the file descriptor limit has never been changed, the maximum value displays: 9223372036854775797.

Locate Error logs

- Optionally, set the LSF_LOGDIR parameter in `lsf.conf`.

  Error messages from LSF servers are logged to files in this directory.
- If LSF_LOGDIR is defined, but the daemons cannot write to files there, the error log files are created in `/tmp`.
- If LSF_LOGDIR is not defined, errors are logged to the system error logs (**syslog**) using the LOG_DAEMON facility.

  syslog messages are highly configurable, and the default configuration varies from system to system. Start by looking for the file `/etc/syslog.conf`, and read the man pages for `syslog(3)` and `syslogd(1)`. If the error log is managed by **syslog**, it is probably being automatically cleared.
- If LSF daemons cannot find `lsf.conf` when they start, they will not find the definition of LSF_LOGDIR. In this case, error messages go to **syslog**. If you cannot find any error messages in the log files, they are likely in the **syslog**.

System event log

The LSF daemons keep an event log in the `lsb.events` file. The mbatchd daemon uses this information to recover from server failures, host reboots, and mbatchd restarts. The `lsb.events` file is also used by the **bhist** command to display detailed information about the execution history of batch jobs, and by the **badmin** command to display the operational history of hosts, queues, and daemons.

By default, mbatchd automatically backs up and rewrites the `lsb.events` file after every 1000 batch job completions. This value is controlled by the MAX_JOB_NUM parameter in the `lsb.params` file. The old `lsb.events` file is moved to `lsb.events.1`, and each old `lsb.events.`*n* file is moved to `lsb.events.`*n+1*. LSF never deletes these files. If disk storage is a concern, the LSF administrator should arrange to archive or remove old `lsb.events.`*n* files periodically.

CAUTION:

Do not remove or modify the current `lsb.events` file. Removing or modifying the `lsb.events` file could cause batch jobs to be lost.

Duplicate logging of event logs

To recover from server failures, host reboots, or mbatchd restarts, LSF uses information that is stored in `lsb.events`. To improve the reliability of LSF, you can configure LSF to maintain a copy of `lsb.events` to use as a backup.

If the host that contains the primary copy of the logs fails, LSF will continue to operate using the duplicate logs. When the host recovers, LSF uses the duplicate logs to update the primary copies.

How duplicate logging works

By default, the event log is located in `LSB_SHAREDIR`. Typically, `LSB_SHAREDIR` resides on a reliable file server that also contains other critical applications necessary for running jobs, so if that host becomes unavailable, the subsequent failure of LSF is a secondary issue. `LSB_SHAREDIR` must be accessible from all potential LSF master hosts.

When you configure duplicate logging, the duplicates are kept on the file server, and the primary event logs are stored on the first master host. In other words, LSB_LOCALDIR is used to store the primary copy of the batch state information, and the contents of LSB_LOCALDIR are copied to a replica in LSB_SHAREDIR, which resides on a central file server. This has the following effects:

- Creates backup copies of lsb.events
- Reduces the load on the central file server
- Increases the load on the LSF master host

Failure of file server

If the file server containing LSB_SHAREDIR goes down, LSF continues to process jobs. Client commands such as **bhist**, which directly read LSB_SHAREDIR will not work.

When the file server recovers, the current log files are replicated to LSB_SHAREDIR.

Failure of first master host

If the first master host fails, the primary copies of the files (in LSB_LOCALDIR) become unavailable. Then, a new master host is selected. The new master host uses the duplicate files (in LSB_SHAREDIR) to restore its state and to log future events. There is no duplication by the second or any subsequent LSF master hosts.

When the first master host becomes available after a failure, it will update the primary copies of the files (in LSB_LOCALDIR) from the duplicates (in LSB_SHAREDIR) and continue operations as before.

If the first master host does not recover, LSF will continue to use the files in LSB_SHAREDIR, but there is no more duplication of the log files.

Simultaneous failure of both hosts

If the master host containing LSB_LOCALDIR and the file server containing LSB_SHAREDIR both fail simultaneously, LSF will be unavailable.

Network partioning

We assume that Network partitioning does not cause a cluster to split into two independent clusters, each simultaneously running mbatchd.

This may happen given certain network topologies and failure modes. For example, connectivity is lost between the first master, M1, and both the file server and the secondary master, M2. Both M1 and M2 will run mbatchd service with M1 logging events to LSB_LOCALDIR and M2 logging to LSB_SHAREDIR. When connectivity is restored, the changes made by M2 to LSB_SHAREDIR will be lost when M1 updates LSB_SHAREDIR from its copy in LSB_LOCALDIR.

The archived event files are only available on LSB_LOCALDIR, so in the case of network partitioning, commands such as **bhist** cannot access these files. As a precaution, you should periodically copy the archived files from LSB_LOCALDIR to LSB_SHAREDIR.

Automatic archives

Archived event logs, `lsb.events.`*n*, are not replicated to `LSB_SHAREDIR`. If LSF starts a new event log while the file server containing `LSB_SHAREDIR` is down, you might notice a gap in the historical data in `LSB_SHAREDIR`.

Configure duplicate logging

1. Edit `lsf.conf` and set LSB_LOCALDIR to a local directory that exists only on the first master host.

   This directory is used to store the primary copies of `lsb.events`.
2. Use the commands **`lsadmin reconfig`** and **`badmin mbdrestart`** to make the changes take effect.

Set an event update interval:
If NFS traffic is high you can reduce network traffic by changing the update interval.

Use EVENT_UPDATE_INTERVAL in `lsb.params` to specify how often to back up the data and synchronize the LSB_SHAREDIR and LSB_LOCALDIR directories. The directories are always synchronized when data is logged to the files, or when mbatchd is started on the first LSF master host.

LSF job termination reason logging

When a job finishes, LSF reports the last job termination action it took against the job and logs it into `lsb.acct`.

If a running job exits because of node failure, LSF sets the correct exit information in `lsb.acct`, `lsb.events`, and the job output file. Jobs terminated by a signal from LSF, the operating system, or an application have the signal logged as the LSF exit code. Exit codes are not the same as the termination actions.

View logged job exit information (bacct -l)

Use **`bacct -l`** to view job exit information logged to `lsb.acct`:

```
bacct -l 328

Accounting information about jobs that are:
  - submitted by all users.
  - accounted on all projects.
  - completed normally or exited
  - executed on all hosts.
  - submitted to all queues.
  - accounted on all service classes.
------------------------------------------------------------------------------

Job <328>, User <lsfadmin>, Project <default>, Status <EXIT>, Queue <normal>,
                     Command <sleep 3600>
Thu Sep 16 15:22:09 2009: Submitted from host <hostA>, CWD <$HOME>;
Thu Sep 16 15:22:20 2009: Dispatched to 1 Task(s) on Hosts <hostA>;
                   Allocated 1 Slot(s) on Host(s) <hostA>, Effective RES_REQ
                   <select[type== local] order[r15s:pg] >;
Thu Sep 16 15:23:21 2009: Completed <exit>; TERM_RUNLIMIT: job killed after
                   reaching LSF run time limit

Accounting information about this job:
     Share group charged </lsfadmin>
     CPU_T     WAIT     TURNAROUND   STATUS     HOG_FACTOR    MEM    SWAP
      0.04       11             72     exit         0.0006     0K      0K
------------------------------------------------------------------------------
```

```
SUMMARY:      ( time unit: second )
 Total number of done jobs:       0      Total number of exited jobs:     1
 Total CPU time consumed:       0.0      Average CPU time consumed:     0.0
 Maximum CPU time of a job:     0.0      Minimum CPU time of a job:     0.0
 Total wait time in queues:    11.0
 Average wait time in queue:   11.0
 Maximum wait time in queue:   11.0      Minimum wait time in queue:   11.0
 Average turnaround time:        72 (seconds/job)
 Maximum turnaround time:        72      Minimum turnaround time:        72
 Average hog factor of a job:  0.00 ( cpu time / turnaround time )
 Maximum hog factor of a job:  0.00      Minimum hog factor of a job:  0.00
 Total Run time consumed:        64      Average Run time consumed:      64
 Maximum Run time of a job:      64      Minimum Run time of a job:      64...
```

View recent job exit information (bjobs -l)

Use **bjobs -l** to view job exit information for recent jobs:

```
bjobs -l 7265

Job <642>, User <user12>, Project <default>, Status <EXIT>, Queue <normal>, Command <perl -e "while(1){}">
Fri Nov 27 15:06:35 2012: Submitted from host <hostabc>,
CWD <$HOME/home/lsf/lsf9.1.3.slt/9.1/linux2.4-glibc2.3-x86/bin>;
CPULIMIT
1.0 min of hostabc
Fri Nov 27 15:07:59 2012: Started on <hostabc>, Execution Home </home/user12>, Execution CWD
            </home/user12/home/lsf/
                        lsf9.1.3.slt/9.1/linux2.4-glibc2.3-x86/bin>;
Fri Nov 27 15:09:30 2012: Exited by signal 24. The CPU time used is 84.0 seconds.
Fri Nov 27 15:09:30 2012: Completed <exit>; TERM_CPULIMIT: job killed after reaching LSF CPU usage limit.
...
```

Termination reasons displayed by bacct, bhist and bjobs

When LSF detects that a job is terminated, **bacct -l**, **bhist -l**, and **bjobs -l** display one of the following termination reasons:

Keyword displayed by bacct	Termination reason	Integer value logged to JOB_FINISH in lsb.acct
TERM_ADMIN	Job killed by root or LSF administrator	15
TERM_BUCKET_KILL	Job killed with bkill -b	23
TERM_CHKPNT	Job killed after checkpointing	13
TERM_CPULIMIT	Job killed after reaching LSF CPU usage limit	12
TERM_CWD_NOTEXIST	Current working directory is not accessible or does not exist on the execution host	25
TERM_DEADLINE	Job killed after deadline expires	6
TERM_EXTERNAL_SIGNAL	Job killed by a signal external to LSF	17
TERM_FORCE_ADMIN	Job killed by root or LSF administrator without time for cleanup	9
TERM_FORCE_OWNER	Job killed by owner without time for cleanup	8

Keyword displayed by bacct	Termination reason	Integer value logged to JOB_FINISH in lsb.acct
TERM_LOAD	Job killed after load exceeds threshold	3
TERM_MEMLIMIT	Job killed after reaching LSF memory usage limit	16
TERM_OTHER	Member of a chunk job in WAIT state killed and requeued after being switched to another queue.	4
TERM_OWNER	Job killed by owner	14
TERM_PREEMPT	Job killed after preemption	1
TERM_PROCESSLIMIT	Job killed after reaching LSF process limit	7
TERM_REMOVE_HUNG_JOB	Job removed from LSF	26
TERM_REQUEUE_ADMIN	Job killed and requeued by root or LSF administrator	11
TERM_REQUEUE_OWNER	Job killed and requeued by owner	10
TERM_RMS	Job exited from an RMS system error	18
TERM_RUNLIMIT	Job killed after reaching LSF run time limit	5
TERM_SWAP	Job killed after reaching LSF swap usage limit	20
TERM_THREADLIMIT	Job killed after reaching LSF thread limit	21
TERM_UNKNOWN	LSF cannot determine a termination reason—0 is logged but TERM_UNKNOWN is not displayed	0
TERM_ORPHAN_SYSTEM	The orphan job was automatically terminated by LSF	27
TERM_WINDOW	Job killed after queue run window closed	2
TERM_ZOMBIE	Job exited while LSF is not available	19

Tip:

The integer values logged to the JOB_FINISH event in `lsb.acct` and termination reason keywords are mapped in `lsbatch.h`.

Restrictions

- If a queue-level JOB_CONTROL is configured, LSF cannot determine the result of the action. The termination reason only reflects what the termination reason could be in LSF.
- LSF cannot be guaranteed to catch any external signals sent directly to the job.
- In MultiCluster, a **brequeue** request sent from the submission cluster is translated to TERM_OWNER or TERM_ADMIN in the remote execution cluster. The termination reason in the email notification sent from the execution cluster as well as that in the `lsb.acct` is set to TERM_OWNER or TERM_ADMIN.

LSF job exit codes

Exit codes are generated by LSF when jobs end due to signals received instead of exiting normally. LSF collects exit codes via the wait3() system call on UNIX platforms. The LSF exit code is a result of the system exit values. Exit codes less than 128 relate to application exit values, while exit codes greater than 128 relate to system signal exit values (LSF adds 128 to system values). Use **bhist** to see the exit code for your job.

How or why the job may have been signaled, or exited with a certain exit code, can be application and/or system specific. The application or system logs might be able to give a better description of the problem.

Note:

Termination signals are operating system dependent, so signal 5 may not be SIGTRAP and 11 may not be SIGSEGV on all UNIX and Linux systems. You need to pay attention to the execution host type in order to correct translate the exit value if the job has been signaled.

Application exit values

The most common cause of abnormal LSF job termination is due to application system exit values. If your application had an explicit exit value less than 128, **bjobs** and **bhist** display the actual exit code of the application; for example, `Exited with exit code 3`. You would have to refer to the application code for the meaning of exit code 3.

It is possible for a job to explicitly exit with an exit code greater than 128, which can be confused with the corresponding system signal. Make sure that applications you write do not use exit codes greater than128.

System signal exit values

Jobs terminated with a system signal are returned by LSF as exit codes greater than 128 such that exit_code-128=signal_value. For example, exit code 133 means that the job was terminated with signal 5 (SIGTRAP on most systems, 133-128=5). A job with exit code 130 was terminated with signal 2 (SIGINT on most systems, 130-128 = 2).

Some operating systems define exit values as 0-255. As a result, negative exit values or values > 255 may have a wrap-around effect on that range. The most common example of this is a program that exits -1 will be seen with "exit code 255" in LSF.

bhist and bjobs output

In most cases, **bjobs** and **bhist** show the application exit value (128 + *signal*). In some cases, **bjobs** and **bhist** show the actual signal value.

If LSF sends catchable signals to the job, it displays the exit value. For example, if you run **bkill** *jobID* to kill the job, LSF passes SIGINT, which causes the job to exit with exit code 130 (SIGINT is 2 on most systems, 128+2 = 130).

If LSF sends uncatchable signals to the job, then the entire process group for the job exits with the corresponding signal. For example, if you run **bkill -s SEGV** *jobID* to kill the job, **bjobs** and **bhist** show:

```
Exited by signal 7
```

In addition, **bjobs** displays the termination reason immediately following the exit code or signal value. For example:

```
Exited by signal 24. The CPU time used is 84.0 seconds.
Completed <exit>; TERM_CPULIMIT: job killed after reaching LSF CPU usage limit.
```

Unknown termination reasons appear without a detailed description in the **bjobs** output as follows:

```
Completed <exit>;
```

Example

The following example shows a job that exited with exit code 130, which means that the job was terminated by the owner.

```
bkill 248
Job <248> is being terminated
bjobs -l 248
Job <248>, User <user1>, Project <default>, Status <EXIT>, Queue <normal>, Command
Sun May 31 13:10:51 2009: Submitted from host <host1>, CWD <$HOME>;
Sun May 31 13:10:54 2009: Started on <host5>, Execution Home </home/user1>,
                          Execution CWD <$HOME>;
Sun May 31 13:11:03 2009: Exited with exit code 130. The CPU time used is 0.9 seconds.
Sun May 31 13:11:03 2009: Completed <exit>; TERM_OWNER: job killed by owner.
 ...
```

Troubleshooting and Error Messages

Shared file access

A frequent problem with LSF is non-accessible files due to a non-uniform file space. If a task is run on a remote host where a file it requires cannot be accessed using the same name, an error results. Almost all interactive LSF commands fail if the user's current working directory cannot be found on the remote host.

Shared files on UNIX

If you are running NFS, rearranging the NFS mount table may solve the problem. If your system is running the **automount** server, LSF tries to map the filenames, and in most cases it succeeds. If shared mounts are used, the mapping may break for those files. In such cases, specific measures need to be taken to get around it.

The automount maps must be managed through NIS. When LSF tries to map filenames, it assumes that automounted file systems are mounted under the `/tmp_mnt` directory.

Shared files across UNIX and Windows

For file sharing across UNIX and Windows, you require a third-party NFS product on Windows to export directories from Windows to UNIX.

Shared files on Windows

To share files among Windows machines, set up a share on the server and access it from the client. You can access files on the share either by specifying a UNC path (`\\server\share\path`) or connecting the share to a local drive name and using a `drive:\path` syntax. Using UNC is recommended because drive mappings may be different across machines, while UNC allows you to unambiguously refer to a file on the network.

Common LSF problems

Most problems are due to incorrect installation or configuration.

Check the error log files first.
Often the log message points directly to the problem.

LIM dies quietly

Run the following command to check for errors in the LIM configuration files.

```
lsadmin ckconfig -v
```

This displays most configuration errors. If this does not report any errors, check in the LIM error log.

LIM unavailable

Sometimes the LIM is up, but executing the **lsload** command prints the following error message:

```
Communication time out.
```

If the LIM has just been started, this is normal, because the LIM needs time to get initialized by reading configuration files and contacting other LIMs. If the LIM does not become available within one or two minutes, check the LIM error log for the host you are working on.

To prevent communication timeouts when starting or restarting the local LIM, define the parameter LSF_SERVER_HOSTS in the `lsf.conf` file. The client will contact the LIM on one of the LSF_SERVER_HOSTS and execute the command, provided that at least one of the hosts defined in the list has a LIM that is up and running.

When the local LIM is running but there is no master LIM in the cluster, LSF applications display the following message:

```
Cannot locate master LIM now, try later.
```

Check the LIM error logs on the first few hosts listed in the `Host` section of the `lsf.cluster.`*cluster_name* file. If LSF_MASTER_LIST is defined in `lsf.conf`, check the LIM error logs on the hosts listed in this parameter instead.

Master LIM is down

Sometimes the master LIM is up, but executing the **lsload** or **lshosts** command prints the following error message:

```
Master LIM is down; try later
```

If the /etc/hosts file on the host where the master LIM is running is configured with the host name assigned to the loopback IP address (127.0.0.1), LSF client LIMs cannot contact the master LIM. When the master LIM starts up, it sets its official host name and IP address to the loopback address. Any client requests will get the master LIM address as 127.0.0.1, and try to connect to it, and in fact will try to access itself.

Check the IP configuration of your master LIM in /etc/hosts. The following example incorrectly sets the master LIM IP address to the loopback address:

```
127.0.0.1         localhost      myhostname
```

The following example correctly sets the master LIM IP address:

```
127.0.0.1         localhost
192.168.123.123   myhostname
```

For a master LIM running on a host that uses an IPv6 address, the loopback address is

```
::1
```

The following example correctly sets the master LIM IP address using an IPv6 address:

```
::1         localhost ipv6-localhost ipv6-loopback

fe00::0         ipv6-localnet

ff00::0         ipv6-mcastprefix
ff02::1         ipv6-allnodes
ff02::2         ipv6-allrouters
ff02::3         ipv6-allhosts
```

RES does not start

Check the RES error log.

User permission denied

If remote execution fails with the following error message, the remote host could not securely determine the user ID of the user requesting remote execution.

```
User permission denied.
```

1. Check the RES error log on the remote host; this usually contains a more detailed error message.
2. If you are not using an identification daemon (LSF_AUTH is not defined in the lsf.conf file), then all applications that do remote executions must be owned by root with the **setuid** bit set. This can be done as follows.

   ```
   chmod 4755 filename
   ```
3. If the binaries are on an NFS-mounted file system, make sure that the file system is not mounted with the **nosuid** flag.
4. If you are using an identification daemon (defined in the lsf.conf file by LSF_AUTH), **inetd** must be configured to run the daemon. The identification daemon must not be run directly.
5. If LSF_USE_HOSTEQUIV is defined in the lsf.conf file, check if /etc/hosts.equiv or HOME/.rhosts on the destination host has the client host name in it. Inconsistent host names in a name server with /etc/hosts and /etc/hosts.equiv can also cause this problem.
6. For Windows hosts, users must register and update their Windows passwords using the **lspasswd** command. Passwords must be 3 characters or longer, and 31 characters or less.

For Windows password authentication in a non-shared file system environment, you must define the parameter LSF_MASTER_LIST in `lsf.conf` so that jobs will run with correct permissions. If you do not define this parameter, LSF assumes that the cluster uses a shared file system environment.

Non-uniform file name space

A command may fail with the following error message due to a non-uniform file name space.

```
chdir(...) failed: no such file or directory
```

You are trying to execute a command remotely, where either your current working directory does not exist on the remote host, or your current working directory is mapped to a different name on the remote host.

If your current working directory does not exist on a remote host, you should not execute commands remotely on that host.

On UNIX:

- If the directory exists, but is mapped to a different name on the remote host, you have to create symbolic links to make them consistent.
- LSF can resolve most, but not all, problems using **automount**. The automount maps must be managed through NIS.

  Follow the instructions in your *Release Notes* for obtaining technical support if you are running automount and LSF is not able to locate directories on remote hosts.

Batch daemons die quietly

First, check the sbatchd and mbatchd error logs. Try running the following command to check the configuration.

```
badmin ckconfig
```

This reports most errors. You should also check if there is any email in the LSF administrator's mailbox. If the mbatchd is running but the sbatchd dies on some hosts, it may be because mbatchd has not been configured to use those hosts.

sbatchd starts but mbatchd does not

1. Check whether LIM is running. You can test this by running the **lsid** command. If LIM is not running properly, follow the suggestions in this chapter to fix the LIM first. It is possible that **mbatchd** is temporarily unavailable because the master LIM is temporarily unknown, causing the following error message.

   ```
   sbatchd: unknown service
   ```

2. Check whether services are registered properly.

Detached processes

LSF uses process groups to keep track of all the processes of a job. See *Process tracking through cgroups* for more details.

1. When a job is launched, the application runs under the job-RES (or root) process group.
2. If an application creates a new process group, and its PPID still belongs to the job, the PIM can track this new process group as part of the job.

   However, if the application forks a child, the child becomes a new process group, and the parent dies immediately, the child process group is now orphaned, and cannot be tracked

Any process that daemonizes itself is almost certainly lost (orphans child processes) because it changes its process group right after being detached. The only reliable way to not lose track of a process is to prevent it from using a new process group.

Host not used by LSF

mbatchd allows sbatchd to run only on the hosts that are listed in the Host section of the `lsb.hosts` file. If you try to configure an unknown host in the HostGroup or HostPartition sections of the `lsb.hosts` file, or as a HOSTS definition for a queue in the `lsb.queues` file, mbatchd logs the following message.

```
mbatchd on host: LSB_CONFDIR/cluster1/configdir/file(line #): Host hostname
is not used by lsbatch; ignored
```

If you start sbatchd on a host that is not known by mbatchd, mbatchd rejects the sbatchd. The sbatchd logs the following message and exits.

```
This host is not used by lsbatch system.
```

Run the following commands, in order, after adding a host to the configuration and before starting the deamons on the new host:

lsadmin reconfig
badmin reconfig

View UNKNOWN host type or model

Run **lshosts**. A model or type UNKNOWN indicates that the host is down or the LIM on the host is down. You need to take immediate action. For example:

```
lshosts
HOST_NAME  type       model   cpuf   ncpus  maxmem   maxswp  server   RESOURCES
hostA   UNKNOWN      Ultra2   20.2       2    256M    710M      Yes   ()
```

Fix UNKNOWN matched host type or matched model

1. Start the host.
2. Run **lsadmin limstartup** to start LIM on the host.

   For example:

   ```
   lsadmin limstartup hostAStarting up LIM on <hostA> .... done
   ```

   or, if EGO is enabled in the LSF cluster, you can also run:

   ```
   egosh ego start lim hostAStarting up LIM on <hostA> .... done
   ```

   You can specify more than one host name to start up LIM on multiple hosts. If you do not specify a host name, LIM is started up on the host from which the command is submitted.

   On UNIX, in order to start up LIM remotely, you must be root or listed in `lsf.sudoers` (or `ego.sudoers` if EGO is enabled in the LSF cluster) and be able to run the **rsh** command across all hosts without entering a password.
3. Wait a few seconds, then run **lshosts** again. You should now be able to see a specific model or type for the host or DEFAULT. If you see DEFAULT, it means that automatic detection of host type or model has failed, and the host type configured in `lsf.shared` cannot be found. LSF will work on the host, but a DEFAULT model may be inefficient because of incorrect CPU factors. A DEFAULT type may also cause binary incompatibility because a job from a DEFAULT host type can be migrated to another DEFAULT host type.

View DEFAULT host type or model

If you see DEFAULT in **lim -t**, it means that automatic detection of host type or model has failed, and the host type configured in `lsf.shared` cannot be found. LSF

will work on the host, but a DEFAULT model may be inefficient because of incorrect CPU factors. A DEFAULT type may also cause binary incompatibility because a job from a DEFAULT host type can be migrated to anotherDEFAULT host type.

Run **lshosts**. If Model or Type are displayed as DEFAULT when you use **lshosts** and automatic host model and type detection is enabled, you can leave it as is or change it. For example:

```
lshosts
HOST_NAME      type    model     cpuf   ncpus  maxmem  maxswp   server  RESOURCES
hostA       DEFAULT  DEFAULT        1       2    256M   710M       Yes  ()
```

If model is DEFAULT, LSF will work correctly but the host will have a CPU factor of 1, which may not make efficient use of the host model.
If type is DEFAULT, there may be binary incompatibility. For example, there are two hosts, one is Solaris, the other is HP. If both hosts are set to type DEFAULT, it means that jobs running on the Solaris host can be migrated to the HP host and vice-versa.

Fix DEFAULT matched host type or matched model

1. Run **lim -t** on the host whose type is DEFAULT:

   ```
   lim -t
   Host Type             : NTX64
   Host Architecture     : EM64T_1596
   Total NUMA Nodes    : 1
   Total Processors      : 2
   Total Cores           : 4
   Total Threads         : 2
   Matched Type          : NTX64
   Matched Architecture  : EM64T_3000
   Matched Model         : Intel_EM64T
   CPU Factor            : 60.0
   ```

   Note the value of `Host Type` and `Host Architecture`.

2. Edit `lsf.shared`.

   a. In the HostType section, enter a new host type. Use the host type name detected with **lim -t**. For example:

      ```
      Begin HostType
      TYPENAME
      DEFAULT
      CRAYJ
      LINUX86
      ...
      End HostType
      ```

   b. In the HostModel section, enter the new host model with architecture and CPU factor. Use the architecture detected with **lim -t**. Add the host model to the end of the host model list. The limit for host model entries is 127. Lines commented out with # are not counted in the 127-line limit. For example:

      ```
      Begin HostModel
      MODELNAME   CPUFACTOR     ARCHITECTURE # keyword
      Ultra2      20             SUNWUltra2_200_sparcv9
      End HostModel
      ```

3. Save changes to `lsf.shared`.
4. Run **lsadmin reconfig** to reconfigure LIM.
5. Wait a few seconds, and run **lim -t** again to check the type and model of the host.

Error messages

The following error messages are logged by the LSF daemons, or displayed by the following commands.

`lsadmin ckconfig`
`badmin ckconfig`

General errors

The messages listed in this section may be generated by any LSF daemon.

`can't open file: error`

The daemon could not open the named file for the reason given by *error*. This error is usually caused by incorrect file permissions or missing files. All directories in the path to the configuration files must have execute (`x`) permission for the LSF administrator, and the actual files must have read (`r`) permission. Missing files could be caused by incorrect path names in the `lsf.conf` file, running LSF daemons on a host where the configuration files have not been installed, or having a symbolic link pointing to a nonexistent file or directory.

`file(line): malloc failed`

Memory allocation failed. Either the host does not have enough available memory or swap space, or there is an internal error in the daemon. Check the program load and available swap space on the host; if the swap space is full, you must add more swap space or run fewer (or smaller) programs on that host.

`auth_user: getservbyname(ident/tcp) failed: error; ident must be registered in services`

LSF_AUTH=ident is defined in the `lsf.conf` file, but the `ident/tcp` service is not defined in the services database. Add `ident/tcp` to the services database, or remove LSF_AUTH from the `lsf.conf` file and **`setuid root`** those LSF binaries that require authentication.

`auth_user: operation(<host>/<port>) failed: error`

LSF_AUTH=ident is defined in the `lsf.conf` file, but the LSF daemon failed to contact the **`identd`** daemon on host. Check that **`identd`** is defined in `inetd.conf` and the **`identd`** daemon is running on host.

`auth_user: Authentication data format error (rbuf=<data>) from <host>/<port>`

`auth_user: Authentication port mismatch (...) from <host>/<port>`

LSF_AUTH=ident is defined in the `lsf.conf` file, but there is a protocol error between LSF and the ident daemon on *host*. Make sure that the ident daemon on the host is configured correctly.

`userok: Request from bad port (<port_number>), denied`

LSF_AUTH is not defined, and the LSF daemon received a request that originates from a non-privileged port. The request is not serviced.

Set the LSF binaries to be owned by root with the **setuid** bit set, or define LSF_AUTH=ident and set up an ident server on all hosts in the cluster. If the binaries are on an NFS-mounted file system, make sure that the file system is not mounted with the **nosuid** flag.

`userok: Forged username suspected from <host>/<port>: <claimed_user>/ <actual_user>`

The service request claimed to come from user *claimed_user* but ident authentication returned that the user was actually *actual_user*. The request was not serviced.

`userok: ruserok(<host>,<uid>) failed`

LSF_USE_HOSTEQUIV is defined in the `lsf.conf` file, but *host* has not been set up as an equivalent host (see `/etc/host.equiv`), and user *uid* has not set up a `.rhosts` file.

`init_AcceptSock: RES service(res) not registered, exiting`

`init_AcceptSock: res/tcp: unknown service, exiting`

`initSock: LIM service not registered.`

`initSock: Service lim/udp is unknown. Read LSF Guide for help`

`get_ports: <serv> service not registered`

The LSF services are not registered.

`init_AcceptSock: Can't bind daemon socket to port <port>: error, exiting`

`init_ServSock: Could not bind socket to port <port>: error`

These error messages can occur if you try to start a second LSF daemon (for example, RES is already running, and you execute RES again). If this is the case, and you want to start the new daemon, kill the running daemon or use the **lsadmin** or **badmin** commands to shut down or restart the daemon.

Configuration errors

The messages listed in this section are caused by problems in the LSF configuration files. General errors are listed first, and then errors from specific files.

`file(line): Section name expected after Begin; ignoring section`

`file(line): Invalid section name name; ignoring section`

The keyword begin at the specified line is not followed by a section name, or is followed by an unrecognized section name.

`file(line): section section: Premature EOF`

The end of file was reached before reading the end section line for the named section.

`file(line): keyword line format error for section section; Ignore this section`

The first line of the section should contain a list of keywords. This error is printed when the keyword line is incorrect or contains an unrecognized keyword.

`file(line): values do not match keys for section section; Ignoring line`

The number of fields on a line in a configuration section does not match the number of keywords. This may be caused by not putting () in a column to represent the default value.

`file: HostModel section missing or invalid`

`file: Resource section missing or invalid`

`file: HostType section missing or invalid`

The HostModel, Resource, or HostType section in the `lsf.shared` file is either missing or contains an unrecoverable error.

`file(line): Name name reserved or previously defined. Ignoring index`

The name assigned to an external load index must not be the same as any built-in or previously defined resource or load index.

`file(line): Duplicate clustername name in section cluster. Ignoring current line`

A cluster name is defined twice in the same `lsf.shared` file. The second definition is ignored.

`file(line): Bad cpuFactor for host model model. Ignoring line`

The CPU factor declared for the named host model in the `lsf.shared` file is not a valid number.

`file(line): Too many host models, ignoring model name`

You can declare a maximum of 127 host models in the `lsf.shared` file.

`file(line): Resource name name too long in section resource. Should be less than 40 characters. Ignoring line`

The maximum length of a resource name is 39 characters. Choose a shorter name for the resource.

`file(line): Resource name name reserved or previously defined. Ignoring line.`

You have attempted to define a resource name that is reserved by LSF or already defined in the `lsf.shared` file. Choose another name for the resource.

`file(line): illegal character in resource name: name, section resource. Line ignored.`

Resource names must begin with a letter in the set [a-zA-Z], followed by letters, digits, or underscores [a-zA-Z0-9_].

LIM messages

The following messages are logged by the LIM:

```
findHostbyAddr/<proc>: Host <host>/<port> is unknown by <myhostname>
```

```
function: Gethostbyaddr_(<host>/<port>) failed: error
```

```
main: Request from unknown host <host>/<port>: error
```

```
function: Received request from non-LSF host <host>/<port>
```

The daemon does not recognize *host*. The request is not serviced. These messages can occur if *host* was added to the configuration files, but not all the daemons have been reconfigured to read the new information. If the problem still occurs after reconfiguring all the daemons, check whether the host is a multi-addressed host.

```
rcvLoadVector: Sender (<host>/<port>) may have different config?
```

```
MasterRegister: Sender (host) may have different config?
```

LIM detected inconsistent configuration information with the sending LIM. Run the following command so that all the LIMs have the same configuration information.

```
lsadmin reconfig
```

Note any hosts that failed to be contacted.

```
rcvLoadVector: Got load from client-only host <host>/<port>. Kill LIM on
<host>/<port>
```

A LIM is running on a client host. Run the following command, or go to the client host and kill the LIM daemon.

```
lsadmin limshutdown host
```

```
saveIndx: Unknown index name <name> from ELIM
```

LIM received an external load index name that is not defined in the `lsf.shared` file. If name is defined in `lsf.shared`, reconfigure the LIM. Otherwise, add name to the `lsf.shared` file and reconfigure all the LIMs.

```
saveIndx: ELIM over-riding value of index <name>
```

This is a warning message. The ELIM sent a value for one of the built-in index names. LIM uses the value from ELIM in place of the value obtained from the kernel.

```
getusr: Protocol error numIndx not read (cc=num): error
```

```
getusr: Protocol error on index number (cc=num): error
```

Protocol error between ELIM and LIM.

RES messages

These messages are logged by the RES.

```
doacceptconn: getpwnam(<username>@<host>/<port>) failed: error
```

```
doacceptconn: User <username> has uid <uid1> on client host <host>/<port>,
uid <uid2> on RES host; assume bad user
```

```
authRequest: username/uid <userName>/<uid>@<host>/<port> does not exist
```

```
authRequest: Submitter's name <clname>@<clhost> is different from name
<lname> on this host
```

RES assumes that a user has the same userID and username on all the LSF hosts. These messages occur if this assumption is violated. If the user is allowed to use LSF for interactive remote execution, make sure the user's account has the same userID and username on all LSF hosts.

```
doacceptconn: root remote execution permission denied
```

```
authRequest: root job submission rejected
```

Root tried to execute or submit a job but LSF_ROOT_REX is not defined in the `lsf.conf` file.

```
resControl: operation permission denied, uid = <uid>
```

The user with user ID *uid* is not allowed to make RES control requests. Only the LSF manager, or root if LSF_ROOT_REX is defined in `lsf.conf`, can make RES control requests.

```
resControl: access(respath, X_OK): error
```

The RES received a reboot request, but failed to find the file `respath` to re-execute itself. Make sure `respath` contains the RES binary, and it has execution permission.

mbatchd and sbatchd messages

The following messages are logged by the mbatchd and sbatchd daemons:

```
renewJob: Job <jobId>: rename(<from>,<to>) failed: error
```

mbatchd failed in trying to re-submit a rerunnable job. Check that the file *from* exists and that the LSF administrator can rename the file. If *from* is in an AFS directory, check that the LSF administrator's token processing is properly setup.

```
logJobInfo_: fopen(<logdir/info/jobfile>) failed: error
```

```
logJobInfo_: write <logdir/info/jobfile> <data> failed: error
```

```
logJobInfo_: seek <logdir/info/jobfile> failed: error
```

```
logJobInfo_: write <logdir/info/jobfile> xdrpos <pos> failed: error
```

```
logJobInfo_: write <logdir/info/jobfile> xdr buf len <len> failed: error

logJobInfo_: close(<logdir/info/jobfile>) failed: error

rmLogJobInfo: Job <jobId>: can't unlink(<logdir/info/jobfile>): error

rmLogJobInfo_: Job <jobId>: can't stat(<logdir/info/jobfile>): error

readLogJobInfo: Job <jobId> can't open(<logdir/info/jobfile>): error

start_job: Job <jobId>: readLogJobInfo failed: error

readLogJobInfo: Job <jobId>: can't read(<logdir/info/jobfile>) size size:
error

initLog: mkdir(<logdir/info>) failed: error

<fname>: fopen(<logdir/file> failed: error

getElogLock: Can't open existing lock file <logdir/file>: error

getElogLock: Error in opening lock file <logdir/file>: error

releaseElogLock: unlink(<logdir/lockfile>) failed: error

touchElogLock: Failed to open lock file <logdir/file>: error

touchElogLock: close <logdir/file> failed: error
```

mbatchd failed to create, remove, read, or write the log directory or a file in the log directory, for the reason given in *error*. Check that LSF administrator has read, write, and execute permissions on the `logdir` directory.

```
replay_newjob: File <logfile> at line <line>: Queue <queue> not found,
saving to queue <lost_and_found>

replay_switchjob: File <logfile> at line <line>: Destination queue <queue>
not found, switching to queue <lost_and_found>
```

When mbatchd was reconfigured, jobs were found in *queue* but that queue is no longer in the configuration.

```
replay_startjob: JobId <jobId>: exec host <host> not found, saving to host
<lost_and_found>
```

When mbatchd was reconfigured, the event log contained jobs dispatched to host, but that host is no longer configured to be used by LSF.

```
do_restartReq: Failed to get hData of host <host_name>/<host_addr>
```

mbatchd received a request from sbatchd on host *host_name*, but that host is not known to mbatchd. Either the configuration file has been changed but mbatchd has not been reconfigured to pick up the new configuration, or *host_name* is a client host but the sbatchd daemon is running on that host. Run the following command to reconfigure the mbatchd or kill the sbatchd daemon on *host_name*.

```
badmin reconfig
```

LSF command messages

```
LSF daemon (LIM) not responding ... still trying
```

During LIM restart, LSF commands will fail and display this error message. User programs linked to the LIM API will also fail for the same reason. This message is displayed when LIM running on the master host list or server host list is restarted after configuration changes, such as adding new resources, binary upgrade, and so on.

Use LSF_LIM_API_NTRIES in `lsf.conf` or as an environment variable to define how many times LSF commands will retry to communicate with the LIM API while LIM is not available. LSF_LIM_API_NTRIES is ignored by LSF and EGO daemons and all EGO commands.

When LSB_API_VERBOSE=Y in `lsf.conf`, LSF batch commands will display the not responding retry error message to `stderr` when LIM is not available.

When LSB_API_VERBOSE=N in `lsf.conf`, LSF batch commands will not display the retry error message when LIM is not available.

Batch command client messages

LSF displays error messages when a batch command cannot communicate with mbatchd. The following table provides a list of possible error reasons and the associated error message output.

Point of failure	Possible reason	Error message output
Establishing a connection with mbatchd	mbatchd is too busy to accept new connections. The connect() system call times out.	LSF is processing your request. Please wait...
	mbatchd is down or there is no process listening at either the LSB_MBD_PORT or the LSB_QUERY_PORT	LSF is down. Please wait...
	mbatchd is down and the LSB_QUERY_PORT is busy	**bhosts** displays "LSF is down. Please wait. . ." **bjobs** displays "Cannot connect to LSF. Please wait..."
	Socket error on the client side	Cannot connect to LSF. Please wait...
	connect() system call fails	Cannot connect to LSF. Please wait...
	Internal library error	Cannot connect to LSF. Please wait...
Send/receive handshake message to/from mbatchd	mbatchd is busy. Client times out when waiting to receive a message from mbatchd.	LSF is processing your request. Please wait...
	Socket read()/write() fails	Cannot connect to LSF. Please wait...
	Internal library error	Cannot connect to LSF. Please wait...

EGO command messages

```
You cannot run the egosh command because the administrator has chosen not
to enable EGO in lsf.conf: LSF_ENABLE_EGO=N.
```

If EGO is disabled, the **egosh** command cannot find `ego.conf` or cannot contact **vemkd** (not started).

Set daemon message log to debug level

The message log level for LSF daemons is set in `lsf.conf` with the parameter LSF_LOG_MASK. To include debugging messages, set LSF_LOG_MASK to one of:

- LOG_DEBUG
- LOG_DEBUG1
- LOG_DEBUG2
- LOG_DEBUG3

By default, LSF_LOG_MASK=LOG_WARNING and these debugging messages are not displayed.

The debugging log classes for LSF daemons are set in `lsf.conf` with the parameters LSB_DEBUG_CMD, LSB_DEBUG_MBD, LSB_DEBUG_SBD, LSB_DEBUG_SCH, LSF_DEBUG_LIM, LSF_DEBUG_RES.

There are also parameters to set the logmask for each of the following daemons separately: mbatchd, sbatchd, mbschd, lim, and res. See the IBM Platform LSF Configuration Reference for more detail.

The location of log files is specified with the parameter LSF_LOGDIR in `lsf.conf`.

You can use the **lsadmin** and **badmin** commands to temporarily change the class, log file, or message log level for specific daemons such as LIM, RES, mbatchd, sbatchd, and mbschd without changing `lsf.conf`.

How the message log level takes effect

The message log level you set will only be in effect from the time you set it until you turn it off or the daemon stops running, whichever is sooner. If the daemon is restarted, its message log level is reset back to the value of LSF_LOG_MASK and the log file is stored in the directory specified by LSF_LOGDIR.

Limitations

When debug or timing level is set for RES with **lsadmin resdebug**, or **lsadmin restime**, the debug level only affects root RES. The root RES is the RES that runs under the root user ID.

Application RESs always use `lsf.conf` to set the debug environment. Application RESs are the RESs that have been created by sbatchd to service jobs and run under the ID of the user who submitted the job.

This means that any RES that has been launched automatically by the LSF system will not be affected by temporary debug or timing settings. The application RES will retain settings specified in `lsf.conf`.

Debug commands for daemons

The following commands set temporary message log level options for LIM, RES, mbatchd, sbatchd, and mbschd.

```
lsadmin limdebug [-c class_name] [-l debug_level ] [-f logfile_name] [-o] [host_name]
lsadmin resdebug [-c class_name] [-l debug_level ] [-f logfile_name] [-o] [host_name]
badmin mbddebug [-c class_name] [-l debug_level ] [-f logfile_name] [-o]
badmin sbddebug [-c class_name] [-l debug_level ] [-f logfile_name] [-o] [host_name]
badmin schddebug [-c class_name] [-l debug_level ] [-f logfile_name] [-o]
```

For a detailed description of **lsadmin** and **badmin**, see the *IBM Platform LSF Command Reference*.

Examples

```
lsadmin limdebug -c "LC_MULTI LC_PIM" -f myfile hostA hostB
```

Log additional messages for the LIM daemon running on hostA and hostB, related to MultiCluster and PIM. Create log files in the LSF_LOGDIR directory with the name myfile.lim.log.hostA, and myfile.lim.log.hostB. The debug level is the default value, LOG_DEBUG level in parameter LSF_LOG_MASK.

```
lsadmin limdebug -o hostA hostB
```

Turn off temporary debug settings for LIM on hostA and hostB and reset them to the daemon starting state. The message log level is reset back to the value of LSF_LOG_MASK and classes are reset to the value of LSF_DEBUG_RES, LSF_DEBUG_LIM, LSB_DEBUG_MBD, LSB_DEBUG_SBD, and LSB_DEBUG_SCH. The log file is reset to the LSF system log file in the directory specified by LSF_LOGDIR in the format *daemon_name*.log.*host_name*.

```
badmin sbddebug -o
```

Turn off temporary debug settings for sbatchd on the local host (host from which the command was submitted) and reset them to the daemon starting state. The message log level is reset back to the value of LSF_LOG_MASK and classes are reset to the value of LSF_DEBUG_RES, LSF_DEBUG_LIM, LSB_DEBUG_MBD, LSB_DEBUG_SBD, and LSB_DEBUG_SCH. The log file is reset to the LSF system log file in the directory specified by LSF_LOGDIR in the format *daemon_name*.log.*host_name*.

```
badmin mbddebug -l 1
```

Log messages for mbatchd running on the local host and set the log message level to LOG_DEBUG1. This command must be submitted from the host on which mbatchd is running because *host_name* cannot be specified with **mbddebug**.

```
badmin sbddebug -f hostB/myfolder/myfile hostA
```

Log messages for sbatchd running on hostA, to the directory myfile on the server hostB, with the file name myfile.sbatchd.log.hostA. The debug level is the default value, LOG_DEBUG level in parameter LSF_LOG_MASK.

```
badmin schddebug -l 2
```

Log messages for mbatchd running on the local host and set the log message level to LOG_DEBUG2. This command must be submitted from the host on which mbatchd is running because *host_name* cannot be specified with **schddebug**.

```
badmin schddebug -l 1 -c "LC_PERFM"
badmin schdtime -l 2
```

Activate the LSF scheduling debug feature.

Log performance messages for mbatchd running on the local host and set the log message level to LOG_DEBUG. Set the timing level for mbschd to include two levels of timing information.

```
lsadmin resdebug -o hostA
```

Turn off temporary debug settings for RES on `hostA` and reset them to the daemon starting state. The message log level is reset back to the value of LSF_LOG_MASK and classes are reset to the value of LSF_DEBUG_RES, LSF_DEBUG_LIM, LSB_DEBUG_MBD, LSB_DEBUG_SBD, and LSB_DEBUG_SCH. The log file is reset to the LSF system log file in the directory specified by LSF_LOGDIR in the format *daemon_name*.log.*host_name*.

Set daemon timing levels

The timing log level for LSF daemons is set in `lsf.conf` with the parameters LSB_TIME_CMD, LSB_TIME_MBD, LSB_TIME_SBD, LSB_TIME_SCH, LSF_TIME_LIM, LSF_TIME_RES.

The location of log files is specified with the parameter LSF_LOGDIR in `lsf.conf`. Timing is included in the same log files as messages.

To change the timing log level, you need to stop any running daemons, change `lsf.conf`, and then restart the daemons.

It is useful to track timing to evaluate the performance of the LSF system. You can use the **lsadmin** and **badmin** commands to temporarily change the timing log level for specific daemons such as LIM, RES, mbatchd, sbatchd, and mbschd without changing `lsf.conf`.

LSF_TIME_RES is not supported on Windows.

How the timing log level takes effect

The timing log level you set will only be in effect from the time you set it until you turn off the timing log level or the daemon stops running, whichever is sooner. If the daemon is restarted, its timing log level is reset back to the value of the corresponding parameter for the daemon (LSB_TIME_MBD, LSB_TIME_SBD, LSF_TIME_LIM, LSF_TIME_RES). Timing log messages are stored in the same file as other log messages in the directory specified with the parameter LSF_LOGDIR in `lsf.conf`.

Limitations

When debug or timing level is set for RES with **lsadmin resdebug**, or **lsadmin restime**, the debug level only affects root RES. The root RES is the RES that runs under the root user ID.

An application RES always uses `lsf.conf` to set the debug environment. An application RES is the RES that has been created by sbatchd to service jobs and run under the ID of the user who submitted the job.

This means that any RES that has been launched automatically by the LSF system will not be affected by temporary debug or timing settings. The application RES will retain settings that are specified in `lsf.conf`.

Timing level commands for daemons

The total execution time of a function in the LSF system is recorded to evaluate response time of jobs submitted locally or remotely.

The following commands set temporary timing options for LIM, RES, mbatchd, sbatchd, and mbschd.

```
lsadmin limtime [-l timing_level] [-f logfile_name] [-o] [host_name]
lsadmin restime [-l timing_level] [-f logfile_name] [-o] [host_name]
badmin mbdtime [-l timing_level] [-f logfile_name] [-o]
badmin sbdtime [-l timing_level] [-f logfile_name] [-o] [host_name]
badmin schdtime [-l timing_level] [-f logfile_name] [-o]
```

For a detailed description of **lsadmin** and **badmin**, see the *Platform LSF Command Reference*.

Chapter 4. Time-Based Configuration

Time Configuration

Time windows

To specify a time window, specify two time values separated by a hyphen (-), with no space in between.

time_window = begin_time-end_time

Time format

Times are specified in the format:

[*day*:]hour[:*minute*]

where all fields are numbers with the following ranges:

- *day of the week*: 0-6 (0 is Sunday)
- *hour*: 0-23
- *minute*: 0-59

Specify a time window one of the following ways:

- *hour-hour*
- *hour*:*minute*-*hour*:*minute*
- *day*:*hour*:*minute*-*day*:*hour*:*minute*

The default value for minute is 0 (on the hour); the default value for day is every day of the week.

You must specify at least the hour. Day of the week and minute are optional. Both the start time and end time values must use the same syntax. If you do not specify a minute, LSF assumes the first minute of the hour (:00). If you do not specify a day, LSF assumes every day of the week. If you do specify the day, you must also specify the minute.

You can specify multiple time windows, but they cannot overlap. For example:

```
timeWindow(8:00-14:00 18:00-22:00)
```

is correct, but

```
timeWindow(8:00-14:00 11:00-15:00)
```

is not valid.

Examples of time windows

Daily window

To specify a daily window omit the day field from the time window. Use either the hour-hour or hour:minute-hour:minute format. For example, to specify a daily 8:30 a.m. to 6:30 p.m window:

```
8:30-18:30
```

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Overnight window

To specify an overnight window make time1 greater than time2. For example, to specify 6:30 p.m. to 8:30 a.m. the following day:

```
18:30-8:30
```

Weekend window

To specify a weekend window use the day field. For example, to specify Friday at 6:30 p.m to Monday at 8:30 a.m.:

```
5:18:30-1:8:30
```

Time expressions

Time expressions use time windows to specify when to change configurations.

Time expression syntax

A time expression is made up of the time keyword followed by one or more space-separated time windows enclosed in parentheses. Time expressions can be combined using the `&&`, `||`, and `!` logical operators.

The syntax for a time expression is:

```
expression = time(time_window[ time_window ...])
             | expression && expression
             | expression || expression
             | !expression
```

Example

Both of the following expressions specify weekends (Friday evening at 6:30 p.m. until Monday morning at 8:30 a.m.) and nights (8:00 p.m. to 8:30 a.m. daily).

```
time(5:18:30-1:8:30 20:00-8:30)
time(5:18:30-1:8:30) || time(20:00-8:30)
```

Automatic time-based configuration

Variable configuration is used to automatically change LSF configuration based on time windows. It is supported in the following files:

- `lsb.hosts`
- `lsb.params`
- `lsb.queues`
- `lsb.resources`
- `lsb.users`
- `lsf.licensescheduler`
- `lsb.applications`

You define automatic configuration changes in configuration files by using if-else constructs and time expressions. After you change the files, reconfigure the cluster with the **badmin reconfig** command.

The expressions are evaluated by LSF every 10 minutes based on **mbatchd** start time. When an expression evaluates true, LSF dynamically changes the

configuration based on the associated configuration statements. Reconfiguration is done in real time without restarting **mbatchd**, providing continuous system availability.

In the following examples, the #if, #else, #endif are not interpreted as comments by LSF but as if-else constructs.

lsb.hosts example

```
Begin Host
HOST_NAME   r15s   r1m   pg
host1       3/5    3/5   12/20
#if time(5:16:30-1:8:30 20:00-8:30)
host2       3/5    3/5   12/20
#else
host2       2/3    2/3   10/12
#endif
host3       3/5    3/5   12/20
End Host
```

lsb.params example

```
# if 18:30-19:30 is your short job express period, but
# you want all jobs going to the short queue by default
# and be subject to the thresholds of that queue
# for all other hours, normal is the default queue
#if time(18:30-19:30)
DEFAULT_QUEUE=short
#else
DEFAULT_QUEUE=normal
#endif
```

lsb.queues example

```
Begin Queue
...
#if time(8:30-18:30)
   INTERACTIVE  = ONLY  # interactive only during day shift
#endif
...
End Queue
```

lsb.users example

From 12 - 1 p.m. daily, user `smith` has 10 job slots, but during other hours, user has only five job slots.

```
Begin User
USER_NAME          MAX_JOBS     JL/P
#if time (12-13)
smith               10           -
#else
smith               5            -
default             1            -
#endif
End User
```

Create if-else constructs

The if-else construct can express single decisions and multi-way decisions by including elif statements in the construct.

If-else

The syntax for constructing if-else expressions is:

```
#if time(expression)statement#elsestatement#endif
```

The #endif part is mandatory and the #else part is optional.

elif

The #elif expressions are evaluated in order. If any expression is true, the associated statement is used, and this terminates the whole chain.

The #else part handles the default case where none of the other conditions are satisfied.

When you use #elif, the #else and #endif parts are mandatory.

```
#if time(expression)
statement
#elif time(expression)
statement
#elif time(expression)
statement
#else
statement
#endif
```

Verify configuration

Depending on what you have configured, use the following LSF commands to verify time configuration:

1.

- **bhosts**
- **bladmin ckconfig**
- **blimits -c**
- **blinfo**
- **blstat**
- **bparams**
- **bqueues**
- **bresources**
- **busers**

Dispatch and run windows

Both dispatch and run windows are time windows that control when LSF jobs start and run.

- Dispatch windows can be defined in `lsb.hosts`. Dispatch and run windows can be defined in `lsb.queues`.
- Hosts can only have dispatch windows. Queues can have dispatch windows and run windows.
- Both windows affect job starting; only run windows affect the stopping of jobs.
- Dispatch windows define when hosts and queues are active and inactive. It does not control job submission.
- Run windows define when jobs can and cannot run. While a run window is closed, LSF cannot start any of the jobs placed in the queue, or finish any of the jobs already running.

- When a dispatch window closes, running jobs continue and finish, and no new jobs can be dispatched to the host or from the queue. When a run window closes, LSF suspends running jobs, but new jobs can still be submitted to the queue.

Run windows

Queues can be configured with a run window, which specifies one or more time periods during which jobs in the queue are allowed to run. Once a run window is configured, jobs in the queue cannot run outside of the run window.

Jobs can be submitted to a queue at any time; if the run window is closed, the jobs remain pending until it opens again. If the run window is open, jobs are placed and dispatched as usual. When an open run window closes, running jobs are suspended, and pending jobs remain pending. The suspended jobs are resumed when the window opens again.

Configure run windows:
To configure a run window, set RUN_WINDOW in `lsb.queues`.
For example, to specify that the run window will be open from 4:30 a.m. to noon, type:

```
RUN_WINDOW = 4:30-12:00
```

You can specify multiple time windows.

View information about run windows:
Use **bqueues -l** to display information about queue run windows.

Dispatch windows

Queues can be configured with a dispatch window, which specifies one or more time periods during which jobs are accepted. Hosts can be configured with a dispatch window, which specifies one or more time periods during which jobs are allowed to start.

Once a dispatch window is configured, LSF cannot dispatch jobs outside of the window. By default, no dispatch windows are configured (the windows are always open).

Dispatch windows have no effect on jobs that have already been dispatched to the execution host; jobs are allowed to run outside the dispatch windows, as long as the queue run window is open.

Queue-level

Each queue can have a dispatch window. A queue can only dispatch jobs when the window is open.

You can submit jobs to a queue at any time; if the queue dispatch window is closed, the jobs remain pending in the queue until the dispatch window opens again.

Host-level

Each host can have dispatch windows. A host is not eligible to accept jobs when its dispatch windows are closed.

Configure host dispatch windows:

To configure dispatch windows for a host, set DISPATCH_WINDOW in `lsb.hosts` and specify one or more time windows. If no host dispatch window is configured, the window is always open.

Configure queue dispatch windows:
To configure dispatch windows for queues, set DISPATCH_WINDOW in `lsb.queues` and specify one or more time windows. If no queue dispatch window is configured, the window is always open.

Display host dispatch windows:
Use **bhosts -l** to display host dispatch windows.

Display queue dispatch windows:
Use **bqueues -l** to display queue dispatch windows.

Deadline constraint scheduling

Deadline constraints suspend or terminate running jobs at a certain time. There are two kinds of deadline constraints:

- A run window, specified at the queue level, suspends a running job
- A termination time, specified at the job level (**bsub -t**), terminates a running job

Time-based resource usage limits

- A CPU limit, specified at job or queue level, terminates a running job when it has used up a certain amount of CPU time.
- A run limit, specified at the job or queue level, terminates a running job after it has spent a certain amount of time in the RUN state.

How deadline constraint scheduling works

If deadline constraint scheduling is enabled, LSF does not place a job that will be interrupted by a deadline constraint before its run limit expires, or before its CPU limit expires, if the job has no run limit. In this case, deadline constraint scheduling could prevent a job from ever starting. If a job has neither a run limit nor a CPU limit, deadline constraint scheduling has no effect.

A job that cannot start because of a deadline constraint causes an email to be sent to the job owner.

Deadline constraint scheduling only affects the placement of jobs. Once a job starts, if it is still running at the time of the deadline, it will be suspended or terminated because of the deadline constraint or resource usage limit.

Resizable jobs

LSF considers both job termination time and queue run windows as part of deadline constraints. Since the job has already started, LSF does not apply deadline constraint scheduling to job resize allocation requests.

Disable deadline constraint scheduling

Deadline constraint scheduling is enabled by default.

To disable deadline constraint scheduling for a queue, set IGNORE_DEADLINE=y in `lsb.queues`.

Example

LSF schedules jobs in the `liberal` queue without observing the deadline constraints.

```
Begin Queue
QUEUE_NAME = liberal
IGNORE_DEADLINE=y
End Queue
```

Advance Reservation

About advance reservations

Advance reservations ensure access to specific hosts or slots during specified times. During the time that an advance reservation is active only users or groups associated with the reservation have access to start new jobs on the reserved hosts or slots.

Slot-based advance reservations reserve a number of slots among a group of hosts. Host-based advance reservations exclusively reserve a number of hosts, as specified by the user. Each reserved host is reserved in its entirety.

Only LSF administrators or root can create or delete advance reservations. Any LSF user can view existing advance reservations.

Each reservation consists of the number of job slots or hosts to reserve, a list of candidate hosts for the reservation, a start time, an end time, and an owner. You can also specify a resource requirement string instead of or in addition to a list of hosts or slots.

Active reservations

When a reservation becomes active, LSF attempts to run all jobs associated with the reservation. By default, jobs running before the reservation became active continue to run when the reservation becomes active. When a job associated with the reservation is pending, LSF suspends *all* jobs not associated with the reservation that are running on the required hosts.

During the time the reservation is active, only users or groups associated with the reservation have access to start new jobs on the reserved hosts. The reservation is active only within the time frame that is specified, and any given host may have several reservations in place, some of which may be active at the same time.

Jobs are suspended only if advance reservation jobs require the slots or hosts. Jobs using a reservation are subject to all job resource usage limits, but any resources freed by suspending non-advance reservation jobs are available for advance reservation jobs to use.

Closed and open reservations

Reservations are typically *closed*. When a closed reservation expires, LSF kills jobs running in the reservation and allows any suspended jobs to run when the reservation becomes active.

Open advance reservations allow jobs to run even after the associated reservation expires. A job in the open advance reservation is only treated as an advance

reservation job during the reservation window, after which it becomes a normal job. This prevents the job from being killed and makes sure that LSF does not prevent any previously suspended jobs from running or interfering with any existing scheduling policies.

Jobs running in a one-time, open reservation are detached from the reservation and suspended when the reservation expires, allowing them to be scheduled as regular jobs. Jobs submitted before the reservation became active are still suspended when the reservation becomes active. These are only resumed after the open reservation jobs finish.

Jobs running in a closed *recurring* reservation are killed when the reservation expires.

Jobs running in an open *recurring* reservation are suspended when the reservation expires, and remain pending until the reservation becomes active again to resume.

If a non-advance reservation job is submitted while the open reservation is active, it remains pending until the reservation expires. Any advance reservation jobs that were suspended and became normal jobs when the reservation expired are resumed first before dispatching the non-advance reservation job submitted while the reservation was active.

Job scheduling in advance reservations

LSF treats advance reservation like other deadlines, such as dispatch windows or run windows; LSF does not schedule jobs that are likely to be suspended when a reservation becomes active. Jobs referencing the reservation are killed when the reservation expires.

When the total number of slots on the reserved host is changed for whatever reason, LSF will immediately update the host reservation accordingly to reserve the new total number of slots or CPUs. The total number of slots change under the following conditions:

- a host's status becomes UNAVAIL. LSF will set the number of slots to 1 because LSF cannot detect the correct information.
- MXJ configuration in `lsb.hosts` changes
- a host is updated with **bconf**
- **SLOTS_PER_PROCESSOR** in `lsb.resources` changes
- **SLOTS** in `lsb.resources` changes

Note:

If **IGNORE_DEADLINE=Y**, there is no effect on advance reservations. Jobs are always prevented from starting if there is a chance that they could encounter an advance reservation.

System reservations

Reservations can also be created for system maintenance. If a system reservation is active, no other jobs can use the reserved slots or hosts, and LSF does not dispatch jobs to the specified hosts while the reservation is active.

Enable advance reservation

To enable advance reservation in your cluster, make sure the advance reservation scheduling plugin schmod_advrsv is configured in `lsb.modules`.

```
Begin PluginModule
SCH_PLUGIN              RB_PLUGIN               SCH_DISABLE_PHASES
schmod_default             ()                          ()
schmod_advrsv              ()                          ()
End PluginModule
```

Allow users to create advance reservations

By default, only LSF administrators or root can add or delete advance reservations. To allow other users to create and delete advance reservations, you need to configure advance reservation user policies.

Note:

USER_ADVANCE_RESERVATION in `lsb.params` is obsolete from LSF 9 on.

Use the ResourceReservation section of `lsb.resources` to configure advance reservation policies for users in your cluster.
A ResourceReservation section specifies:

- Users or user groups that can create reservations
- Hosts that can be used for the reservation
- Time window when reservations can be created.

Each advance reservation policy is defined in a separate ResourceReservation section, so it is normal to have multiple ResourceReservation sections in `lsb.resources`.
In the following policy, only `user1` and `user2` can make advance reservations on `hostA` and `hostB`. The reservation time window is between 8:00 a.m. and 6:00 p.m. every day:

```
Begin ResourceReservation
NAME        = dayPolicy
USERS       = user1 user2    # optional
HOSTS       = hostA hostB    # optional
TIME_WINDOW = 8:00-18:00     # weekly recurring reservation
End ResourceReservation
```

`user1` can add the following reservation for `user2` to use on `hostA` every Friday between 9:00 a.m. and 11:00 a.m.:

```
brsvadd -m "hostA" -n 1 -u "user2" -t "5:9:0-5:11:0"
Reservation "user1#2" is created
```

Users can only delete reservations that they created themselves. In the example, only user `user1` can delete the reservation; `user2` cannot. Administrators can delete any reservations that are created by users.
In the following policy, all users in user group `ugroup1` except `user1` can make advance reservations on any host in `hgroup1`, except `hostB`, between 10:00 p.m. and 6:00 a.m. every day.

```
Begin ResourceReservation
NAME        = nightPolicy
USERS       = ugroup1 ~user1
HOSTS       = hgroup1 ~hostB
TIME_WINDOW = 20:00-8:00
End ResourceReservation
```

Important:

The not operator (~) does not exclude LSF administrators from the policy.

For example:

1. Define a policy for `user1`:

```
Policy Name: dayPolicy
Users: user1
Hosts: hostA
Time Window:  8:00-18:00
```

2. `user1` creates a reservation matching the policy (the creator is `user1`, the user is `user2`):

```
brsvadd -n 1 -m hostA -u user2 -b 10:00 -e 12:00
user1#0 is created.
```

3. User `user1` modifies the policy to remove user1 from the users list:

```
Policy Name: dayPolicy
Users: user3
Hosts: hostA
Time Window:  8:00-18:00
```

4. As the creator, `user1` can modify the reservation with the **brsvmod** options `rmhost`, `-u`, `-o`, `-on`, `-d`, and subcommands **adduser** and **rmuser**. However, `user1` cannot add hosts or modify the time window of the reservation.

Use advance reservation

Use the following commands with advance reservations:

brsvadd

Add a reservation

brsvdel

Delete a reservation

brsvmod

Modify a reservation

brsvs

View reservations

Reservation policy checking

The following table summarizes how advance reservation commands interpret reservation policy configurations in `lsb.resources`:

The command ...	Checks policies for ...		
	Creator	**Host**	**TimeWindow**
brsvadd	Yes	Yes	Yes
brsvdel	No	No	No

The command ...		Checks policies for ...		
		Creator	Host	TimeWindow
brsvmod	-u (changing user and user groups)	No	No	No
	adduser	No	No	No
	rmuser	No	No	No
	addhost	Yes	Yes	Yes
	rmhost	No	No	No
	-b, -e, -t (change timeWindow)	Yes	Yes	Yes
	-d (description)	No	No	No
	-o or -on	No	No	No

Reservation policies are checked when:

- Modifying the reservation time window
- Adding hosts to the reservation

Reservation policies are *not* checked when

- Running **brsvmod** to remove hosts
- Changing the reservation type (open or closed)
- Changing users or user groups for the reservation
- Modifying the reservation description
- Adding or removing users and user groups to or from the reservation

Add reservations

Note:

By default, only LSF administrators or root can add or delete advance reservations.

Run **brsvadd** to create new advance reservations.
You must specify the following for the reservation:

- Number of job slots or hosts to reserve—This number should less than or equal to the actual number of slots or hosts, selected by `-m` or `-R`.
- The unit (slots of hosts) to use for the reservation. By default (without `-unit`), **brsvadd** creates a slot- based reservation. You can create a host-based reservation by specifing "`-unit host`", or a slot- based reservation with "`-unit slot`"
- Hosts for the reservation
- Owners of the reservation
- Time period for the reservation—either:
  - Begin time and end time for a one-time reservation, OR
  - Time window for a recurring reservation

  Note:

  Advance reservations should be 10 minutes or more in length.

Advance reservations may be rejected if they overlap other advance reservations that begin or end within a 10-minute time period.

A day is divided into 144 periods, each period lasting for 10 minutes. For example, 0:0-0:10, 0:10-0:20, up to 23:50-24:00. If the start time or end time of a reservation is in the middle of a time period, LSF reserves the entire period. For example, if one reservation begins at 1:22 and ends at 4:24, a reservation request starting at 4:25 will be rejected because it lies within the already reserved 4:20-4:30 time period.

The **brsvadd** command returns a reservation ID that you use when you submit a job that uses the reserved hosts. Any single user or user group can have a maximum of 100 reservation IDs.

Specify hosts for the reservation:
Use one or both of the following **brsvadd** options to specify hosts for which job slots are reserved:

- The `-m` option lists the hosts needed for the reservation. The hosts listed by the `-m` option can be local to the cluster or hosts leased from remote clusters. At job submission, LSF considers the hosts in the specified order. If you also specify a resource requirement string with the `-R` option, `-m` is optional.
- The `-R` option selects hosts for the reservation according to a resource requirements string. Only hosts that satisfy the resource requirement expression are reserved. `-R` accepts any valid resource requirement string, but only the select string takes effect. If you also specify a host list with the `-m` option, `-R` is optional.

  If **LSF_STRICT_RESREQ=Y** in `lsf.conf`, the selection string must conform to the stricter resource requirement string syntax. The strict resource requirement syntax only applies to the select section. It does not apply to the other resource requirement sections (order, rusage, same, span, or cu).

Add a one-time reservation:
Use the `-b` and `-e` options of **brsvadd** to specify the begin time and end time of a one-time advance reservation. One-time reservations are useful for dedicating hosts to a specific user or group for critical projects.
The day and time are in the form:

`[[[`*year*`:]`*month*`:]`*day*`:]hour:`*minute*

with the following ranges:

- *year*: any year after 1900 (YYYY)
- *month*: 1-12 (MM)
- *day of the month*: 1-31 (dd)
- *hour*: 0-23 (hh)
- *minute*: 0-59 (mm)

You must specify at least hour:minute. Year, month, and day are optional. Three fields are assumed to be day:hour:minute, four fields are assumed to be month:day:hour:minute, and five fields are year:month:day:hour:minute.
If you do not specify a day, LSF assumes the current day. If you do not specify a month, LSF assumes the current month. If you specify a year, you must specify a month.
You must specify a begin and an end time. The time value for `-b` must use the same syntax as the time value for `-e`. The begin time must be earlier than the time value for `-e`. The begin time cannot be earlier than the current time.

The following command creates a one-time advance reservation for 1024 job slots on host hostA for user user1 between 6:00 a.m. and 8:00 a.m. today:

```
brsvadd -n 1024 -m hostA -u user1 -b 6:0 -e 8:0Reservation "user1#0" is created
```

The hosts specified by -m can be local to the cluster or hosts leased from remote clusters.
The following command creates a one-time advance reservation for 1024 job slots on a host of any type for user user1 between 6:00 a.m. and 8:00 a.m. today:

```
brsvadd -n 1024 -R "type==any" -u user1 -b 6:0 -e 8:0Reservation "user1#1" is created
```

The following command creates a one-time advance reservation that reserves 12 slots on hostA between 6:00 p.m. on 01 December 2003 and 6:00 a.m. on 31 January 2004:

```
brsvadd -n 12 -m hostA -u user1 -b 2003:12:01:18:00 -e 2004:01:31:06:00
Reservation user1#2 is created
```

Add a recurring reservation:
Use the -t option of **brsvadd** to specify a recurring advance reservation. The -t option specifies a time window for the reservation. Recurring reservations are useful for scheduling regular system maintenance jobs.
The day and time are in the form:

```
[day:]hour[:minute]
```

with the following ranges:

- *day of the week*: 0-6
- *hour*: 0-23
- *minute*: 0-59

Specify a time window one of the following ways:

- *hour-hour*
- *hour:minute-hour:minute*
- *day:hour:minute-day:hour:minute*

You must specify at least the hour. Day of the week and minute are optional. Both the start time and end time values must use the same syntax. If you do not specify a minute, LSF assumes the first minute of the hour (:00). If you do not specify a day, LSF assumes every day of the week. If you do specify the day, you must also specify the minute.
If the current time when the reservation is created is within the time window of the reservation. the reservation becomes active immediately.
When the job starts running, the termination time of the advance reservation job is determined by the minimum of the job run limit (if specified), the queue run limit (if specified), or the duration of the reservation time window.
The following command creates an advance reservation for 1024 job slots on two hosts hostA and hostB for user group groupA every Wednesday from 12:00 midnight to 3:00 a.m.:

```
brsvadd -n 1024 -m "hostA hostB" -g groupA -t "3:0:0-3:3:0"
Reservation "groupA#0" is created
```

The following command creates an advance reservation for 1024 job slots on hostA for user user2 every weekday from 12:00 noon to 2:00 p.m.:

```
brsvadd -n 1024 -m "hostA" -u user2 -t "12:0-14:0"
Reservation "user2#0" is created
```

The following command creates a system reservation on hostA every Friday from 6:00 p.m. to 8:00 p.m.:

```
brsvadd -n 1024 -m hostA -s -t "5:18:0-5:20:0"
Reservation "system#0" is created
```

While the system reservation is active, no other jobs can use the reserved hosts, and LSF does not dispatch jobs to the specified hosts.
The following command creates an advance reservation for 1024 job slots on hosts hostA and hostB with more that 50 MB of swap space for user user2 every weekday from 12:00 noon to 2:00 p.m.:

```
brsvadd -n 1024 -R "swp > 50" -m "hostA hostB" -u user2 -t "12:0-14:0"
Reservation "user2#1" is created
```

Add an open reservation:
Use the -o option of **brsvadd** to create an open advance reservation. You must specify the same information as for normal advance reservations.
The following command creates a one-time open advance reservation for 1024 job slots on a host of any type for user user1 between 6:00 a.m. and 8:00 a.m. today:

```
brsvadd -o -n 1024 -R "type==any" -u user1 -b 6:0 -e 8:0
Reservation "user1#1" is created
```

The following command creates an open advance reservation for 1024 job slots on hostB for user user3 every weekday from 12:00 noon to 2:00 p.m.:

```
brsvadd -o -n 1024 -m "hostB" -u user3 -t "12:0-14:0"
Reservation "user2#0" is created
```

Specify a reservation name:
Use the -N option of **brsvadd** to specify a user-defined advance reservation name unique in an LSF cluster.
The reservation name is a string of letters, numeric characters, underscores, and dashes beginning with a letter. The maximum length of the name is 39 characters.
If no user-defined advance reservation name is specified, LSF creates the reservation with a system assigned name with the form

```
creator_name#sequence
```

For example:

```
brsvadd -n 3 -M "hostA hostB" -u user2 -b 16:0 -e 17:0 -d "Production AR test"
Reservation user2#0 (Production AR test) is created
brsvadd -n 2 -N Production_AR -M hostA -u user2 -b 16:0 -e 17:0 -d "Production AR test"
Reservation Production_AR (Production AR test) is created
```

If a job already exists that references a reservation with the specified name, an error message is returned: The specified reservation name is referenced by a job.

Modify an advance reservation:
Use **brsvmod** to modify reservations. Specify the reservation ID for the reservation you want to modify. For example, run the following command to extend the duration from 6:00 a.m. to 9:00 a.m.:

```
brsvmod -e "+60" user1#0
Reservation "user1#0" is modified
```

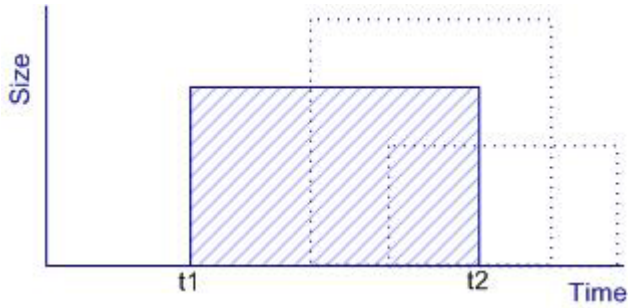
Administrators and root can modify any reservations. Users listed in the ResourceReservation section of lsb.resources, can only modify reservations they created themselves.

Use brsvmod to modify advance reservations

Use **brsvmod** to make the following changes to an existing advance reservation:

- Modify start time (postpone or move closer)
- Modify the duration of the reservation window (and thus the end time)
- Modify the slot numbers required by the reservation (add or remove slots with hosts)
- Modify the host or host group list (add or remove hosts or host groups)
- Replace the user or user group list or add or remove users or user groups
- Add hosts by resource requirement (`-R`)
- Modify the reservation type (open or closed)
- Disable the specified occurrences of a recurring reservation

For example, assume an advance reservation is the box between the time t1 and t2, as shown in the following figure:



In this figure:

- The shadowed box shows the original reservation
- Time means the time window of the reservation
- t1 is the begin time of the reservation
- t2 is the end time of the reservation
- The reservation size means the resources that are reserved, such as hosts (slots) or host groups

Use **brsvmod** to shift, extend, or reduce the time window horizontally; grow or shrink the size vertically.

Extend the duration

The following command creates a one-time advance reservation for 1024 job slots on host `hostA` for user `user1` between 6:00 a.m. and 8:00 a.m. today:

```
brsvadd -n 1024 -m hostA -u user1 -b "6:0" -e "8:0"
Reservation "user1#0" is created
```

Run the following command to extend the duration from 6:00 a.m. to 9:00 a.m.:

```
brsvmod -e "+60" user1#0
Reservation "user1#0" is modified
```

Add hosts to a reservation allocation

Use **brsvmod** to add hosts and slots on hosts into the original advance reservation allocation. The hosts can be local to the cluster or hosts leased from remote clusters.

Adding a host without -n reserves all available hosts or slots on the host that are not already reserved by other reservations. You can specify the number of slots to be added from the host list specified with -n, but -n cannot be used alone. -m can be used alone if no host group is specified in the list. You cannot specify -R without with -n.

The specified number of units (slots or hosts) must be less than or equal to the available number of slots for the hosts or hosts themselves.

Only hosts can be added (-m) to a system reservation. Slots cannot be added (-n) to a system reservation.

For example:

- Reserve 2 more slots from hostA:

  ```
  brsvmod addhost -n2 -m "hostA"
  ```

- Reserve 4 slots in total from hostA and hostB:

  ```
  brsvmod addhost -n4 -m "hostA hostB"
  ```

- Reserve 4 more slots from any Linux hosts:

  ```
  brsvmod addhost -n4 -R"type==linux"
  ```

- Reserve 4 more slots from any Linux hosts in the host group hostgroup1:

  ```
  brsvmod addhost -n4 -m "hostgroup1" -R "type==linux"
  ```

- Reserve all available slots from hostA and hostB:

  ```
  brsvmod addhost -m "hostA hostB"
  ```

The following command creates an advance reservation for 1024 slots on two hosts hostA and hostB for user group groupA every Wednesday from 12:00 midnight to 3:00 a.m.:

```
brsvadd -n 1024 -m "hostA hostB" -g groupA -t "3:0:0-3:3:0"
Reservation "groupA#0" is created

brsvs
RSVID      TYPE    USER     NCPUS      RSV_HOSTS       TIME_WINDOW
groupA#0   user    groupA   0/1024     hostA:0/256     3:3:0-3:3:0 *
                                       hostB:0/768
```

The following commands reserve 512 slots from each host for the reservation:

```
brsvmod addhost -n 256 -m "hostA" groupA#0
Reservation "groupA#0" is modified
brsvmod rmhost -n 256 -m "hostB" groupA#0
Reservation "groupA#0" is modified
```

Remove hosts from a reservation allocation

Use **brsvmod rmhost** to remove hosts or slots on hosts from the original reservation allocation. You must specify either -n or -m. Use -n to specify the number of slots to be released from the host. Removing a host without -n releases all reserved slots on the host. The slot specification must be less than or equal to the actual reserved slot number of the host.

For example:

- Remove 4 reserved slots from hostA

  ```
  brsvmod rmhost -n 4 -m "hostA"
  ```

- Remove 4 slots in total from hostA and hostB.

  ```
  brsvmod rmhost -n 4 -m "hostA hostB"
  ```

- Release reserved hostA and hostB.

  ```
  brsvmod rmhost -m "hostA hostB"
  ```

- Remove 4 slots from current reservation allocation.

  ```
  brsvmod rmhost -n 4
  ```

You cannot remove slots from a system reservation. The following modification to the system reservation System#1 is rejected:

```
brsvmod rmhost -n 2 -m "hostA"  system#1
```

How many slots or hosts can be removed also depends on the number of slots free while the reservation is active. **brsvmod rmhost** cannot remove more slots than free amount on a host. For example:

```
brsvs
RSVID    TYPE USER    NCPUS         RSV_HOSTS    TIME_WINDOW
user1_1  user  user1  3/4           hostA:2/2    1/24/12/2-1/24/13/0
                                     hostB:1/2
```

The following modifications are accepted, and one slot is removed from hostB:

```
brsvmod rmhost -m hostB user1_1
brsvmod rmhost -n 1 -m hostB user1_1
```

The following modifications are rejected:

```
brsvmod rmhost -n 2 user1_1
brsvmod rmhost -m hostA user1_1
brsvmod rmhost -n 1 -m hostA user1_1
brsvmod rmhost -n 2 -m hostB user1_1
```

Modify closed reservations

The following command creates an open advance reservation for 1024 job slots on host hostA for user user1 between 6:00 a.m. and 8:00 a.m. today.

```
brsvadd -o -n 1024 -m hostA -u user1 -b 6:0 -e 8:0
Reservation "user1#0" is created
```

Run the following command to close the reservation when it expires.

```
brsvmod -on user1#0
Reservation "user1#0" is modified
```

Disable specified occurrences for recurring reservations

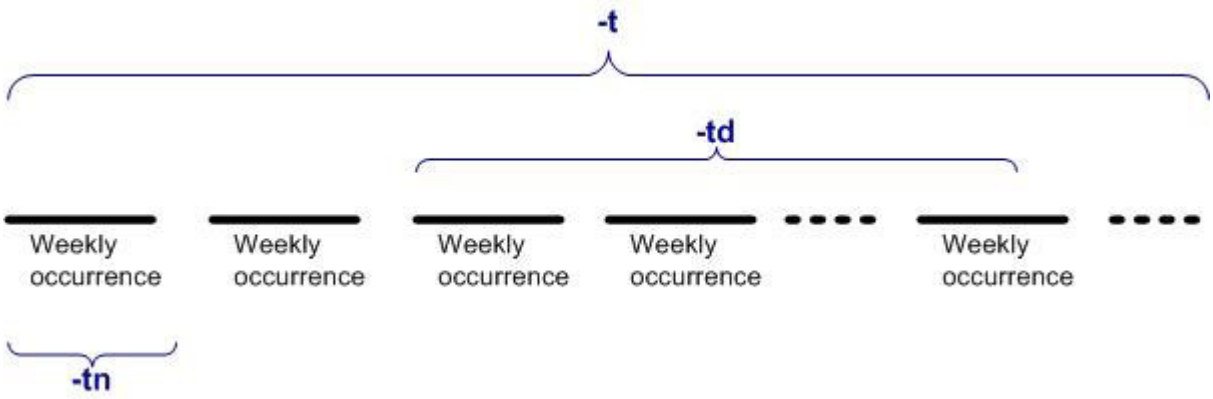
Use **brsvmod disable** to disable specified periods, or *instances*, of a recurring advance reservation.

Recurring reservations may repeat either on a daily cycle or a weekly cycle. For daily reservations, the instances of the reservation that occur on disabled days will be inactive. Jobs using the reservation are not dispatched during on those disabled days. Other reservations are permitted to use slots of the reservation on those days. For overnight reservations (active from 11 p.m. to 9 a.m. daily), if the reservation is disabled on the starting day of an instance, the reservation is disabled for the whole of that instance.

For a weekly reservation, if the reservation is disabled on the start date of an instance of the reservation then the reservation is disabled for the entire instance. For example, for a weekly reservation with time window from 9 a.m. Wednesday to 10 p.m. Friday, in one particular week, the reservation is disabled on Thursday,

then the instance of the reservation remains active for that week. However, if the same reservation is disabled for the Wednesday of the week, then the reservation is disabled for the week.

The following figure illustrates how the disable options apply to the weekly occurrences of a recurring advance reservation.



Once a reservation is disabled for a period, it cannot be enabled again; that is, the disabled periods remain fixed. Before a reservation is disabled, you are prompted to confirm whether to continue disabling the reservation. Use the `-f` option to silently force the command to run without prompting for confirmation, for example, to allow for automating disabling reservations from a script.

For example, the following command creates a recurring advance reservation for 4 slots on host `hostA` for user `user1` between 6:00 a.m. and 8:00 a.m. every day.

```
Reservation "user1#0" is created
brsvadd -n 4 -m hostA -u user1 -t "6:0-8:0"
```

Run the following command to disable the reservation instance that is active between Dec 1 to Dec 10, 2007.

```
brsvmod -disable -td "2007:12:1-2007:12:10" user1#0
Reservation "user1#0" is modified
```

Then the administrator can use host `hostA` for other reservations during the duration

```
brsvadd -n 4 -m hostA -u user1 -b "2007:12:1:6:0" -e "2007:12:1:8:0"
Reservation "user1#2" is created
```

Change users and user groups

Use **brsvmod -u**, **brsvmod adduser**, or **brsvmod rmuser** to change the users or user groups that are able to submit jobs with the advance reservation.

Jobs submitted by the original user or user group to the reservation still belong to the reservation and scheduled as advance reservation jobs, but new submitted jobs from the removed user or user group cannot use the reservation any longer.

brun

An advance reservation job dispatched with **brun** is still subject to run windows and suspending conditions of the advance reservation for the job. The job must finish running before the time window of a closed reservation expires. Extending

or shrinking a closed advance reservation duration prolongs or shortens lifetime of a **brun** job.

bslots

bslots displays a snapshot of the slots currently not in use by parallel jobs or advance reservations. If the hosts or duration of an advance reservation is modified, **bslots** recalculates and displays the available slots and available run time accordingly.

How advance reservation modifications interact

The following table summarizes how advance reservation modification applies to various advance reservation instances.

Modification...			Disable	Begin time	End Time	Add Hosts	Rm Hosts	User/ Usergroup	open/ closed	Pre cmd	Post cmd
One-time	Active		No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes
	Inactive		No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Recurring	Occurrences	All	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
		Specified	Yes	No	No	No	No	No	No	No	No
	Active instance		No	No	No	No	No	No	No	No	No

Where: "Yes" means the modification is supported; otherwise, "No" is marked. For example, all modifications are acceptable in the case that the advance reservation is inactive (and not disabled).

Remove an advance reservation

Use **brsvdel** to delete reservations. Specify the reservation ID for the reservation you want to delete.
For example:

```
brsvdel user1#0Reservation user1#0 is being deleted
```

You can delete more than one reservation at a time. Administrators can delete any reservation, but users may only delete their own reservations.
If the recurring reservation is deleted with **brsvdel**, jobs running in the reservation are detached from the reservation and scheduled as normal jobs.

View reservations

Use **brsvs** to show current reservations:

```
brsvs
RSVID       TYPE    USER   NCPUS      RSV_HOSTS           TIME_WINDOW
user1#0     user    user1   0/1024    hostA:0/1024   11/12/6/0-11/12/8/0
user2#0     user    user2  0/1024     hostA:0/1024          12:0-14:0 *
groupA#0   group   groupA  -/2048     hostA:-/1024         3:0:0-3:3:0 *
                                      hostB:0/1024
system#0     sys   system   1024       hostA:0/1024       5:18:0-5:20:0 *
```

In the TIME_WINDOW column:

- A one-time reservation displays fields that are separated by slashes (`month/day/hour/minute`). For example:

  ```
  11/12/14/0-11/12/18/0
  ```

- A recurring reservation displays fields that are separated by colons (`day:hour:minute`). An asterisk (*) indicates a recurring reservation. For example:
  ```
  5:18:0-5:20:0 *
  ```

In the NCPUS and RSV_HOSTS columns:

- Remote reservations do not display details. For example:
  ```
  -/2048    hostA:-/1024
  ```

Show a weekly planner:

1. Use **brsvs -p** to show a weekly planner for specified hosts using advance reservation. The all keyword shows the planner for all hosts with reservations.

   The output of **brsvs -p** is displayed in terms of weeks. The week starts on Sunday. The timeframe of a recurring reservation is not displayed, since it is unlimited. The timeframe of one-time reservation is displayed in terms of a week. If the reservation spans multiple weeks, these weeks are displayed separately. If a week contains a one-time reservation and a recurring reservation, the timeframe is displayed, since that is relevant for one-time reservation.

   Tip:

   MAX indicates the configured maximum number of job slots for the host (MXJ defined in `lsb.hosts`).

```
brsvs -p all
RSVID       TYPE    USER   NCPUS      RSV_HOSTS           TIME_WINDOW
user1#0     user    user1  0/1024     hostA:0/1024   11/12/6/0-11/12/8/0
user2#0     user    user2  0/1024     hostA:0/1024          12:0-14:0 *
groupA#0   group   groupA  0/2048     hostA:0/1024         3:0:0-3:3:0 *
                                      hostB:0/1024
system#0     sys   system   1024      hostA:0/1024       5:18:0-5:20:0 *
HOST: hostA  (MAX = 1024)
Week: 11/11/2009 - 11/17/2009
Hour:Min     Sun     Mon     Tue     Wed     Thu     Fri     Sat
0:0          0       0       0       1024    0       0       0
0:10         0       0       0       1024    0       0       0
0:20         0       0       0       1024    0       0       0
...
2:30         0       0       0       1024    0       0       0
2:40         0       0       0       1024    0       0       0
2:50         0       0       0       1024    0       0       0
3:0          0       0       0       0       0       0       0
3:10         0       0       0       0       0       0       0
3:20         0       0       0       0       0       0       0
...
5:30         0       0       0       0       0       0       0
5:40         0       0       0       0       0       0       0
5:50         0       0       0       0       0       0       0
6:0          0       1024    0       0       0       0       0
6:10         0       1024    0       0       0       0       0
6:20         0       1024    0       0       0       0       0
...
7:30         0       1024    0       0       0       0       0
7:40         0       1024    0       0       0       0       0
7:50         0       1024    0       0       0       0       0
8:0          0       0       0       0       0       0       0
8:10         0       0       0       0       0       0       0
8:20         0       0       0       0       0       0       0
...
11:30        0       0       0       0       0       0       0
11:40        0       0       0       0       0       0       0
11:50        0       0       0       0       0       0       0
12:0         1024    1024    1024    1024    1024    1024    1024
```

```
12:10        1024    1024    1024    1024    1024    1024    1024
12:20        1024    1024    1024    1024    1024    1024    1024
...
13:30        1024    1024    1024    1024    1024    1024    1024
13:40        1024    1024    1024    1024    1024    1024    1024
13:50        1024    1024    1024    1024    1024    1024    1024
14:0         0       0       0       0       0       0       0
14:10        0       0       0       0       0       0       0
14:20        0       0       0       0       0       0       0
...
17:30        0       0       0       0       0       0       0
17:40        0       0       0       0       0       0       0
17:50        0       0       0       0       0       0       0
18:0         0       0       0       0       0       1024    0
18:10        0       0       0       0       0       1024    0
18:20        0       0       0       0       0       1024    0
...
19:30        0       0       0       0       0       1024    0
19:40        0       0       0       0       0       1024    0
19:50        0       0       0       0       0       1024    0
20:0         0       0       0       0       0       0       0
20:10        0       0       0       0       0       0       0
20:20        0       0       0       0       0       0       0
...
23:30        0       0       0       0       0       0       0
23:40        0       0       0       0       0       0       0
23:50        0       0       0       0       0       0       0
HOST: hostB  (MAX = 1024)
Week: 11/11/2009 - 11/17/2009
Hour:Min     Sun     Mon     Tue     Wed     Thu     Fri     Sat
-------------------------------------------------------------------
0:0          0       0       0       1024    0       0       0
0:10         0       0       0       1024    0       0       0
0:20         0       0       0       1024    0       0       0
...
2:30         0       0       0       1024    0       0       0
2:40         0       0       0       1024    0       0       0
2:50         0       0       0       1024    0       0       0
3:0          0       0       0       0       0       0       0
3:10         0       0       0       0       0       0       0
3:20         0       0       0       0       0       0       0
...
23:30        0       0       0       0       0       0       0
23:40        0       0       0       0       0       0       0
23:50        0       0       0       0       0       0       0
```

2. Use **brsvs -z** instead of **brsvs -p** to show only the weekly items that have reservation configurations. Lines that show all zero are omitted.

   For example:

```
brsvs -z all
RSVID        TYPE      USER    NCPUS       RSV_HOSTS     TIME_WINDOW
user1_1      user      user1     0/3       hostA:0/2       12/28/14/30-12/28/15/30
                                           hostB:0/1
HOST: hostA (MAX = 2)
Week: 12/23/2007 - 12/29/2007
Hour:Min        Sun     Mon     Tue     Wed     Thu     Fri     Sat
-------------------------------------------------------------------
14:30           0       0       0       0       0       1       0
14:40           0       0       0       0       0       1       0
14:50           0       0       0       0       0       1       0
15:0            0       0       0       0       0       1       0
15:10           0       0       0       0       0       1       0
15:20           0       0       0       0       0       1       0
HOST: hostB (MAX = 2)
Week: 12/23/2007 - 12/29/2007
Hour:Min        Sun     Mon     Tue     Wed     Thu     Fri     Sat
-------------------------------------------------------------------
```

```
   14:30          0       0       0       0       0       2       0
   14:40          0       0       0       0       0       2       0
   14:50          0       0       0       0       0       2       0
   15:0           0       0       0       0       0       2       0
   15:10          0       0       0       0       0       2       0
   15:20          0       0       0       0       0       2       0
```

Show reservation types and associated jobs:
Use the **-l** option of **brsvs** to show each advance reservation in long format. The rows that follow the reservation information show the

- The status of the reservation
- Time when the next instance of recurring reservation is active
- Type of reservation (open or closed)
- The status by job ID of any job associated with the specified reservation (FINISHED, PEND, RUN, or SUSP)

```
brsvs -l
RSVID        TYPE      USER       NCPUS          RSV_HOSTS     TIME_WINDOW
user1_1#0    user    user1_1      10/10          host1:4/4    8:00-22:00 *
                                                 host2:4/4
                                                 host3:2/2
Reservation Status: Active
Next Active Period:
        Sat Aug 22 08:00:00 2009 - Sat Aug 22 22:00:00 2009
Creator: user1_1
Reservation Type: CLOSED
FINISHED Jobs: 203 204 205 206 207 208 209 210 211 212
PEND Jobs: 323 324
RUN  Jobs: 313 314 316 318 319 320 321 322
SUSP Jobs: 315 317
Resource Unit: Host
```

Show reservation ID:
Use **bjobs -l** to show the reservation ID used by a job:

```
bjobs -l
Job <1152>, User <user1>, Project <default>, Status <PEND>, Queue <normal>,
Reservation <user1#0>, Command <myjob>
Mon Nov 12 5:13:21 2009: Submitted from host <hostB>, CWD </home/user1/jobs>;
...
```

View historical accounting information for advance reservations:
Use the **-U** option of the **bacct** command to display accounting information about advance reservations.
bacct -U summarizes all historical modification of the reservation and displays information similar to the **brsvs** command:

- The reservation ID specified on the -U option.
- The type of reservation: user or system
- The user names of users who used the **brsvadd** command to create the advance reservations
- The user names of the users who can use the advance reservations (with **bsub -U**)
- Number of slots reserved
- List of hosts for which job slots are reserved
- Time window for the reservation.
  - A one-time reservation displays fields that are separated by slashes (`month/day/hour/minute`). For example:

    ```
    11/12/14/0-11/12/18/0
    ```

- A recurring reservation displays fields that are separated by colons (day:hour:minute). For example:

  5:18:0 5:20:0

For example, the following advance reservation has four time modifications during its life time. The original reservation has the scope of one user (user1) and one host (hostA) with 1 slot. The various modifications change the user to user2, then back to user1, adds, then removes 1 slot from the reservation.

```
bacct -U user1#1
Accounting about advance reservations that are:
  - accounted on advance reservation IDs user1#1,
  - accounted on advance reservations created by user1,
--------------------------- SUMMARY ----------------------------
RSVID:                        user1#1
TYPE:                         user
CREATOR:                      user1
Total number of jobs:         0
Total CPU time consumed:      0.0 second
Maximum memory of a job:      0.0 MB
Maximum swap of a job:        0.0 MB
Total active time:            0 hour  6 minute 42 second
Resource Unit:                Host
----------------------- Configuration 0 -----------------------
RSVID        TYPE      CREATOR   USER    NCPUS       RSV_HOSTS
user1#1      user        user1  user1       1          hostA:1
Active time with this configuration:  0 hour  0 minute 16 second
----------------------- Configuration 1 -----------------------
RSVID        TYPE      CREATOR   USER    NCPUS       RSV_HOSTS
user1#1      user        user1  user2        1         hostA:1
Active time with this configuration:  0 hour  0 minute 24 second
----------------------- Configuration 2 -----------------------
RSVID        TYPE      CREATOR   USER    NCPUS       RSV_HOSTS
user1#1      user        user1  user2        1         hostA:1
Active time with this configuration:  0 hour  1 minute 58 second
----------------------- Configuration 3 -----------------------
RSVID        TYPE      CREATOR   USER    NCPUS       RSV_HOSTS
user1#1      user        user1  user1        2         hostA:2
Active time with this configuration:  0 hour  1 minute 34 second
----------------------- Configuration 4 -----------------------
RSVID        TYPE      CREATOR   USER    NCPUS       RSV_HOSTS
user1#1      user        user1  user1        1         hostA:2
Active time with this configuration:  0 hour  2 minute 30 second
```

The following reservation (user2#0) has one time modification during its life time. The original one has the scope of one user (user2) and one host (hostA) with 1 slot; the modification changes the user to user3.

```
bacct -U user2#0
Accounting about advance reservations that are:
  - accounted on all advance reservation IDs:
  - accounted on advance reservations created by all users:
--------------------------- SUMMARY ------------------------
RSVID:                        user2#0
TYPE:                         user
CREATOR:                      user2
Total number of jobs:         1
Total CPU time consumed:      5.0 second
Maximum memory of a job:      1.7 MB
Maximum swap of a job:        7.5 MB
Total active time:            2 hour    0 minute    0 second
----------------------- Configuration 0 -----------------------
RSVID        TYPE      CREATOR   USER    NCPUS       RSV_HOSTS
user1#0      user      user2     user2       1       hostA:1
Active time with this configuration:  1 hour  0 minute  0 second
----------------------- Configuration 1 -----------------------
```

```
RSVID        TYPE      CREATOR   USER    NCPUS       RSV_HOSTS
user1#0      user      user2     user3       1       hostA:1
Active time with this configuration:  1 hour  0 minute  0 second
```

Submit and modify jobs using advance reservations

Use the `-U` option of **bsub** to submit jobs with a reservation ID. For example:

```
bsub -U user1#0 myjob
```

The job can only use hosts reserved by the reservation `user1#0`. By default, LSF selects only hosts in the reservation. Use the **-m** option to specify particular hosts within the list of hosts reserved by the reservation; you can only select from hosts that were included in the original reservation.
If you do not specify hosts (**bsub -m**) or resource requirements (**bsub -R**), the default resource requirement is to select hosts that are of any host type (LSF assumes "type==any" instead of "type==local" as the default select string).
If you later delete the advance reservation while it is still active, any pending jobs still keep the "type==any" attribute.
A job can only use one reservation. There is no restriction on the number of jobs that can be submitted to a reservation; however, the number of slots available on the hosts in the reservation may run out. For example, reservation `user2#0` reserves 1024 slots on `hostA`. When all 1024 slots on `hostA` are used by jobs referencing `user2#0`, `hostA` is no longer available to other jobs using reservation `user2#0`. Any single user or user group can have a maximum of 100 reservation IDs.
Jobs referencing the reservation are killed when the reservation expires.

Modify job reservation ID:
You must be an administrator to perform this task.

1. Use the **-U** option of **bmod** to change a job to another reservation ID.

   For example:

   ```
   bmod -U user1#0 1234
   ```

2. To cancel the reservation, use the **-Un** option of **bmod**.

   For example:

   ```
   bmod -Un 1234
   ```

   Use **bmod -Un** to detach a running job from an *inactive* open reservation. Once detached, the job is scheduled like a normal job.

Advance reservation behavior

Job resource usage limits and job chunking

A job using a reservation is subject to all job resource usage limits. If a limit is reached on a particular host in a reservation, jobs using that reservation cannot start on that host.

An advance reservation job is dispatched to its reservation even if the run limit or estimated run time of the job exceeds the remaining active time of the reservation. For example, if a job has a runlimit of 1 hour, and a reservation has a remaining active time of 1 minute, the job is still dispatched to the reservation. If the reservation is closed, the job is terminated when the reservation expires.

Similarly, when using chunk job scheduling, advance reservation jobs are chunked together as usual when dispatched to a host of the reservation without regard to the expiry time of the reservation. This is true even when the jobs are given a run limit or estimated run time. If the reservation is closed, the jobs in WAIT state are terminated when the reservation expires.

Advance reservation preemption

Advance reservation preemption allows advance reservation jobs to use the slots reserved by the reservation. Slots occupied by non-advance jobs may be preempted when the reservation becomes active.

Without modification with **brsvmod**, advance reservation preemption is triggered at most once per reservation period (in the case of a non-recurring reservation, there is only one period) whenever *both* of the following conditions are met:

- The reservation is active
- At least one job associated with the advance reservation is pending or suspended

If an advance reservation is modified, preemption is done for an active advance reservation after every modification of the reservation when there is at least one pending or suspended job associated with the reservation.

When slots are added to an advance reservation with **brsvmod**, LSF preempts running non-reservation jobs if necessary to provide slots for jobs belonging to the reservation. Preemption is triggered if there are pending or suspended jobs belonging to the reservation in the system.

When preemption is triggered, non-advance reservation jobs are suspended and their slots given to the advance reservation on the hosts belonging to the reservation. On each host, enough non-advance reservation jobs are suspended so that all of slots required by the advance reservation are obtained. The number of slots obtained does not depend on the number of jobs submitted to the advance reservation. Non-advance reservation jobs on a host can only to use slots not assigned to the advance reservation.

When a job is preempted for an advance reservation, it can only resume on the host when either the advance reservation finishes, or some other non-advance reservation job finishes on the host.

For example, a single-host cluster has 10 slots, with 9 non-advance reservation jobs dispatched to the host (each requiring one slot). An advance reservation that uses 5 slots on the host is created, and a single job is submitted to the reservation. When the reservation becomes active, 4 of the non-advance reservation jobs are suspended, and the advance reservation job will start.

Force a job to run before a reservation is active

LSF administrators can use **brun** to force jobs to run before the reservation is active, but the job must finish running before the time window of the reservation expires.

For example, if the administrator forces a job with a reservation to run one hour before the reservation is active, and the reservation period is 3 hours, a 4 hour run limit takes effect.

Host intersection and advance reservation

When **ENABLE_HOST_INTERSECTION**=y in `lsb.params`, LSF finds any existing intersection with hosts specified in the queue and those specified at job submission by **bsub -m** and/or hosts with advance reservation. When specifying keywords

such as all, allremote, and others, LSF finds an existing intersection of hosts available and the job runs rather than being rejected.

Advance reservations across clusters

You can create and use advance reservation for the MultiCluster job forwarding model. To enable this feature, you must upgrade all clusters to LSF 9 or later.

See the *Using Platform LSF MultiCluster* for more information.

Resizable jobs and advance reservations

Like regular jobs, resizable jobs associated with an advance reservation can be dispatched only after the reservation becomes active, and the minimum processor request can be satisfied. The allocation request is treated like a regular advance reservation job, which relies on slots available to the reservation. If an advance reservation gets more resources by modification (**brsvmod addhost**), those resources can be used by pending allocation requests immediately.

The following table summarizes the relationship of the AR lifecycle and resizable job requests:

Advance Reservation		Resizable job	Allocation request
One-time expired/deleted	Open	RUN->SSUSP->RUN	Postponed until the job runs
	Closed	Removed	Removed
Recurrent expired/deleted	Open	SSUSP till next instance	Postponed until the job runs again in next instance
	Closed	Removed	Removed

By the time a reservation has expired or deleted, the status change of the resizable job to SSUSP blocks a resizable job allocation request from being scheduled.

Released slots from a resizable job can be reused by other jobs in the reservation.

Resizable advance reservation jobs can preempt non-advance reservation jobs that are consuming the slots that belong to the reservation. Higher priority advance reservation jobs can preempt low priority advance reservation jobs, regardless of whether both are resizable jobs.

Allocation requests of resizable AR jobs honor limits configuration. They cannot preempt any limit tokens from other jobs.

Compute units and advance reservations

Like regular jobs, jobs with compute unit resource requirements and an advance reservation can be dispatched only after the reservation becomes active, and the minimum processor request can be satisfied.

In the case of exclusive compute unit jobs (with the resource requirement cu[excl]), the advance reservation can affect hosts outside the advance reservation but in the same compute unit as follows:

- An exclusive compute unit job dispatched to a host inside the advance reservation will lock the entire compute unit, including any hosts outside the advance reservation.
- An exclusive compute unit job dispatched to a host outside the advance reservation will lock the entire compute unit, including any hosts inside the advance reservation.

Ideally all hosts belonging to a compute unit should be inside or outside of an advance reservation.

Chapter 5. Job Scheduling Policies

Preemptive Scheduling

The preemptive scheduling feature allows a pending high-priority job to preempt a running job of lower priority. The lower-priority job is suspended and is resumed as soon as possible. Use preemptive scheduling if you have long-running, low-priority jobs causing high-priority jobs to wait an unacceptably long time.

About preemptive scheduling

Preemptive scheduling takes effect when two jobs compete for the same job slots. If a high-priority job is pending, LSF can suspend a lower-priority job that is running, and then start the high-priority job instead. For this to happen, the high-priority job must be pending in a *preemptive queue* (a queue that can preempt other queues), or the low-priority job must belong to a *preemptable queue* (a queue that can be preempted by other queues).

If multiple slots are required, LSF can preempt multiple jobs until sufficient slots are available. For example, one or more jobs can be preempted for a job that needs multiple job slots.

A preempted job is resumed as soon as more job slots become available; it does not necessarily have to wait for the preempting job to finish.

Preemptive queue

Jobs in a preemptive queue can preempt jobs in any queue of lower priority, even if the lower-priority queues are not specified as preemptable.

Preemptive queues are more aggressive at scheduling jobs because a slot that is not available to a low-priority queue may be available by preemption to a high-priority queue.

Preemptable queue

Jobs in a preemptable queue can be preempted by jobs from any queue of a higher priority, even if the higher-priority queues are not specified as preemptive.

When multiple preemptable jobs exist (low-priority jobs holding the required slots), and preemption occurs, LSF preempts a job from the least-loaded host.

Resizable jobs

Resize allocation requests are not able take advantage of the queue-based preemption mechanism to preempt other jobs. However, regular pending jobs are still able to preempt running resizable jobs, even while they have a resize request pending. When a resizable job is preempted and goes to the SSUSP state, its resize request remains pending and LSF stops scheduling it until it returns back to RUN state.

- New pending allocation requests cannot make use of preemption policy to get slots from other running or suspended jobs.

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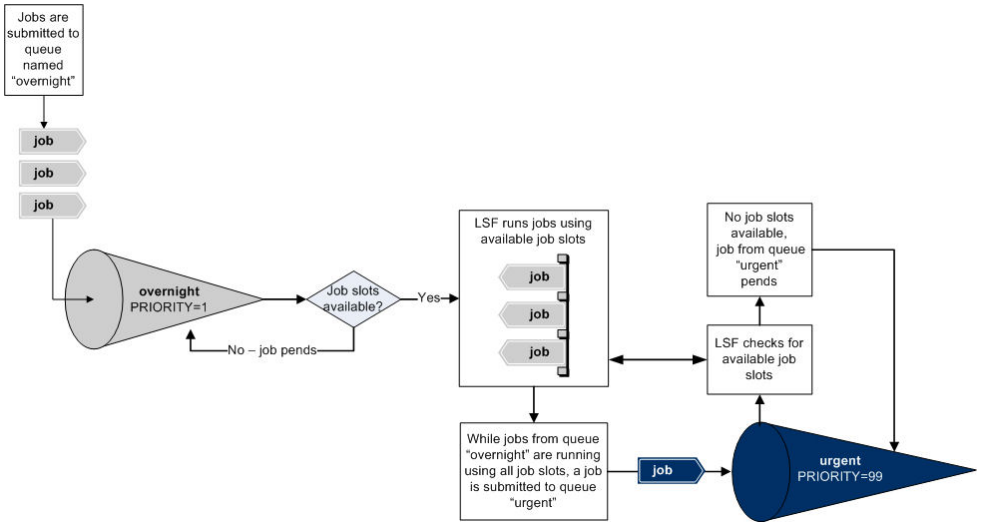
- Once a resize decision has been made, LSF updates its job counters to be reflected in future preemption calculations. For instance, resizing a running preemptable job from 2 slots to 4 slots, makes 4 preemptable slots for high priority pending jobs.
- If a job is suspended, LSF stops allocating resources to a pending resize request.
- When a preemption decision is made, if job has pending resize request and scheduler already has made an allocation decision for this request, LSF cancels the allocation decision.
- If a preemption decision is made while a job resize notification command is running, LSF prevents the suspend signal from reaching the job.

Scope

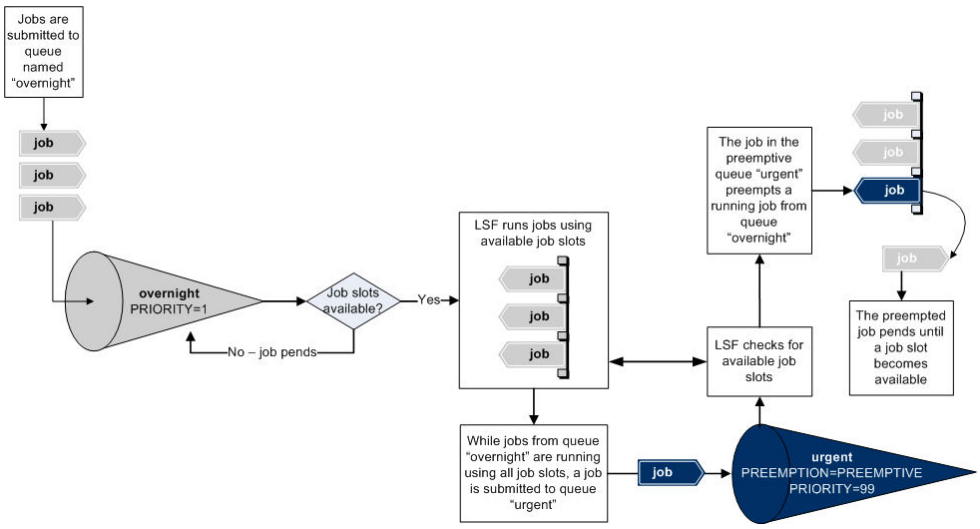
By default, preemptive scheduling does not apply to jobs that have been forced to run (using **brun**) or backfill and exclusive jobs.

Limitations	Description
Exclusive jobs	Jobs requesting exclusive use of resources cannot preempt other jobs. Jobs using resources exclusively cannot be preempted.
Backfill jobs	Jobs backfilling future advance reservations cannot be preempted.
brun	Jobs forced to run with the command **brun** cannot be preempted.

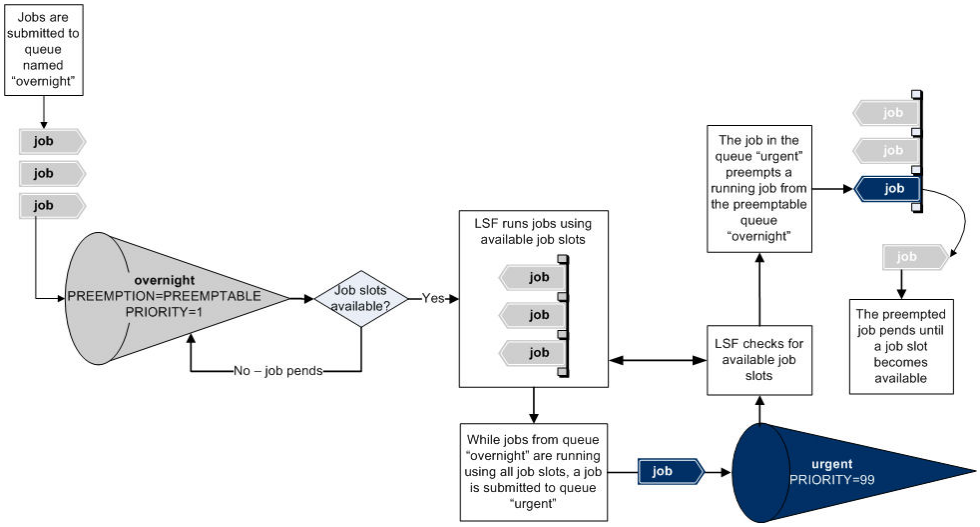
Default behavior (preemptive scheduling not enabled)



With preemptive scheduling enabled (preemptive queue)



With preemptive scheduling enabled (preemptable queue)



Configuration to enable preemptive scheduling

The preemptive scheduling feature is enabled by defining at least one queue as preemptive or preemptable, using the PREEMPTION parameter in the **lsb.queues** file. Preemption does not actually occur until at least one queue is assigned a higher relative priority than another queue, using the PRIORITY parameter, which is also set in the **lsb.queues** file.

Both PREEMPTION and PRIORITY are used to determine which queues can preempt other queues, either by establishing relative priority of queues or by specifically defining preemptive properties for a queue.

Configuration file	Parameter and syntax	Default behavior
`lsb.queues`	PREEMPTION=PREEMPTIVE	• Enables preemptive scheduling • Jobs in this queue can preempt jobs in any queue of lower priority, even if the lower-priority queue is not specified as preemptable
	PREEMPTION=PREEMPTABLE	• Enables preemptive scheduling • Jobs in this queue can be preempted by jobs from any queue of higher priority, even if the higher-priority queue is not specified as preemptive
	PRIORITY=*integer*	• Sets the priority for this queue relative to all other queues • The larger the number, the higher the priority—a queue with **PRIORITY**=99 has a higher priority than a queue with **PRIORITY**=1

Preemptive scheduling behavior

Preemptive scheduling is based primarily on parameters specified at the queue level: some queues are eligible for preemption, others are not. Once a hierarchy of queues has been established, other factors determine which jobs from a queue should be preempted.

There are three ways to establish which queues should be preempted:

- Based on queue priority—the PREEMPTION parameter defines a queue as preemptive or preemptable and preemption is based on queue priority, where jobs from higher-priority queues can preempt jobs from lower-priority queues
- Based on a preferred order—the PREEMPTION parameter defines queues that can preempt other queues, in a preferred order
- Explicitly, by specific queues—the PREEMPTION parameter defines queues that can be preempted, and by which queues

When...	The behavior is ...
Preemption is not enabled—no queue is defined as preemptable, and no queue is defined as preemptive	• High-priority jobs do not preempt jobs that are already running
A queue is defined as preemptable, but no specific queues are listed that can preempt it	• Jobs from this queue can be preempted by jobs from any queue with a higher value for priority

When...	The behavior is ...
A queue is defined as preemptable, and one or more queues are specified that can preempt it	• Jobs from this queue can be preempted only by jobs from the specified queues
A queue is defined as preemptive, but no specific queues are listed that it can preempt	• Jobs from this queue preempt jobs from all queues with a lower value for priority • Jobs are preempted from the least-loaded host
A queue is defined as preemptive, and one or more specific queues are listed that it can preempt, but no queue preference is specified	• Jobs from this queue preempt jobs from any queue in the specified list • Jobs are preempted on the least-loaded host first
A queue is defined as preemptive, and one or more queues have a preference number specified, indicating a preferred order of preemption	• Queues with a preference number are preferred for preemption over queues without a preference number • Queues with a higher preference number are preferred for preemption over queues with a lower preference number • For queues that have the same preference number, the queue with lowest priority is preferred for preemption over queues with higher priority • For queues without a preference number, the queue with lower priority is preferred for preemption over the queue with higher priority
A queue is defined as preemptive, or a queue is defined as preemptable, and preemption of jobs with the shortest run time is configured	• A queue from which to preempt a job is determined based on other parameters as shown above • The job that has been running for the shortest period of time is preempted
A queue is defined as preemptive, or a queue is defined as preemptable, and preemption of jobs that will finish within a certain time period is prevented	• A queue from which to preempt a job is determined based on other parameters as shown above • A job that has a run limit or a run time specified and that will not finish within the specified time period is preempted
A queue is defined as preemptive, or a queue is defined as preemptable, and preemption of jobs with the specified run time is prevented	• A queue from which to preempt a job is determined based on other parameters as shown above • The job that has been running for less than the specified period of time is preempted

Case study: Three queues with varying priority

Consider the case where three queues are defined as follows:

Queue `A` has the highest relative priority, with a value of 99

Queue `B` is both preemptive and preemptable, and has a relative priority of 10

Queue `C` has the lowest relative priority, with the default value of 1

The queues can preempt as follows:

- A can preempt B because B is preemptable and B has a lower priority than A
- B can preempt C because B is preemptive and C has a lower priority than B
- A cannot preempt C, even though A has a higher priority than C, because A is not preemptive, nor is C preemptable

Calculation of job slots in use

The number of job slots in use determines whether preemptive jobs can start. The method in which the number of job slots in use is calculated can be configured to ensure that a preemptive job can start. When a job is preempted, it is suspended. If the suspended job still counts towards the total number of jobs allowed in the system, based on the limits imposed in the `lsb.resources` file, suspending the job may not be enough to allow the preemptive job to run.

The PREEMPT_FOR parameter is used to change the calculation of job slot usage, ignoring suspended jobs in the calculation. This ensures that if a limit is met, the preempting job can actually run.

When...	The effect on the calculation of job slots used is ...
Preemption is not enabled	• Job slot limits are enforced based on the number of job slots taken by both running and suspended jobs. • Job slot limits specified at the queue level are enforced for both running and suspended jobs.
Preemption is enabled	• The total number of jobs at both the host and individual user level is not limited by the number of suspended jobs—only running jobs are considered. • The number of running jobs never exceeds the job slot limits. If starting a preemptive job violates a job slot limit, a lower-priority job is suspended to run the preemptive job. If, however, a job slot limit is still violated (i.e. the suspended job still counts in the calculation of job slots in use), the preemptive job still cannot start. • Job slot limits specified at the queue level are always enforced for both running and suspended jobs. • When preemptive scheduling is enabled, suspended jobs never count against the total job slot limit for individual users.
Preemption is enabled, and PREEMPT_FOR=GROUP_JLP	• Only running jobs are counted when calculating the per-processor job slots in use for a user group, and comparing the result with the limit specified at the user level.

When...	The effect on the calculation of job slots used is ...
Preemption is enabled, and PREEMPT_FOR=GROUP_MAX	• Only running jobs are counted when calculating the job slots in use for this user group, and comparing the result with the limit specified at the user level.
Preemption is enabled, and PREEMPT_FOR=HOST_JLU	• Only running jobs are counted when calculating the total job slots in use for a user group, and comparing the result with the limit specified at the host level. Suspended jobs do not count against the limit for individual users.
Preemption is enabled, and PREEMPT_FOR=USER_JLP	• Only running jobs are counted when calculating the per-processor job slots in use for an individual user, and comparing the result with the limit specified at the user level.

Preemption of backfill jobs

When a high priority queue is configured to run a job with resource or slot reservations and backfill scheduling is enabled (**PREEMPT_JOBTYPE**=BACKFILL in `lsb.params`), backfill jobs may use the reserved job slots. Configuring a low priority queue with a job to preempt a backfill job may delay the start of a job in a high priority queue with resource or slot reservations. LSF allows this configuration but gives a warning message. For example,

If ...	Is configured ...	And a priority of ...	The behavior is ...
queueR	With a resource or slot reservation	80	Jobs in these queue reserve resources. If backfill scheduling is enabled, backfill jobs with a defined run limit can use the resources.
queueB	As a preemptable backfill queue	50	Jobs in queueB with a defined run limit use job slots reserved by jobs in queueR.
queueP	As a preemptive queue	75	Jobs in this queue do not necessarily have a run limit and may take resources from jobs with reservation.

To guarantee a minimum run time for interruptible backfill jobs, LSF suspends them upon preemption. To change this behavior so that LSF terminates interruptible backfill jobs upon preemption, you must define the parameter **TERMINATE_WHEN**=PREEMPT in `lsb.queues`.

Configuration to modify preemptive scheduling behavior

There are configuration parameters that modify various aspects of preemptive scheduling behavior, by

- Modifying the selection of the queue to preempt jobs from
- Modifying the selection of the job to preempt
- Modifying preemption of backfill and exclusive jobs
- Modifying the way job slot limits are calculated
- Modifying the number of jobs to preempt for a parallel job
- Modifying the control action applied to preempted jobs
- Control how many times a job can be preempted
- Specify a grace period before preemption to improve cluster performance

Configuration to modify selection of queue to preempt

File	Parameter	Syntax and description
`lsb.queues`	PREEMPTION	PREEMPTION=PREEMPTIVE [*low_queue+pref* ...] • Jobs in theis queue can preempt running jobs from the specified queues, starting with jobs in the queue with the highest value set for preference

		`PREEMPTION=PREEMPTABLE`
		`[`*`hi_queue`* `...]`
		• Jobs in this queue can be preempted by jobs from the specified queues

	PRIORITY=*integer*	• Sets the priority for this queue relative to all other queues • The higher the priority value, the more likely it is that jobs from this queue may preempt jobs from other queues, and the less likely it is for jobs from this queue to be preempted by jobs from other queues

Configuration to modify selection of job to preempt

Files	Parameter	Syntax and description

`lsb.params`
 	
`lsb.applications`
	PREEMPT_FOR	PREEMPT_FOR=LEAST_RUN_TIME
		• Preempts the job that has been running for the shortest time

	NO_PREEMPT_RUN_TIME	NO_PREEMPT_RUN_TIME=% • Prevents preemption of jobs that have been running for the specified percentage of minutes, or longer • If NO_PREEMPT_RUN_TIME is specified as a percentage, the job cannot be preempted after running the percentage of the job duration. For example, if the job run limit is 60 minutes and NO_PREEMPT_RUN_TIME=50%, the job cannot be preempted after it running 30 minutes or longer. • If you specify percentage for NO_PREEMPT_RUN_TIME, requires a run time (**bsub -We** or RUNTIME in `lsb.applications`), or run limit to be specified for the job (**bsub -W**, or RUNLIMIT in `lsb.queues`, or RUNLIMIT in `lsb.applications`)
	NO_PREEMPT_FINISH_TIME	NO_PREEMPT_FINISH_TIME=% • Prevents preemption of jobs that will finish within the specified percentage of minutes. • If NO_PREEMPT_FINISH_TIME is specified as a percentage, the job cannot be preempted if the job finishes within the percentage of the job duration. For example, if the job run limit is 60 minutes and NO_PREEMPT_FINISH_TIME=10%, the job cannot be preempted after it running 54 minutes or longer. • If you specify percentage for NO_PREEMPT_RUN_TIME, requires a run time (**bsub -We** or RUNTIME in `lsb.applications`), or run limit to be specified for the job (**bsub -W**, or RUNLIMIT in `lsb.queues`, or RUNLIMIT in `lsb.applications`)

Files	Parameter	Syntax and description

`lsb.params`
`lsb.queues`
`lsb.applications`
	MAX_TOTAL_TIME_PREEMPT	MAX_TOTAL_TIME_PREEMPT=*minutes*
		• Prevents preemption of jobs that already have an accumulated preemption time of *minutes* or greater.
		• The accumulated preemption time is reset in the following cases:
		– Job status becomes EXIT or DONE
		– Job is re-queued
		– Job is re-run
		– Job is migrated and restarted
		• **MAX_TOTAL_TIME_PREEMPT** does not affect preemption triggered by advance reservation or License Scheduler.
		• Accumulated preemption time does not include preemption by advance reservation or License Scheduler.

	NO_PREEMPT_INTERVAL	NO_PREEMPT_INTERVAL=*minutes* • Prevents preemption of jobs until after an uninterrupted run time interval of *minutes* since the job was dispatched or last resumed. • **NO_PREEMPT_INTERVAL** does not affect preemption triggered by advance reservation or License Scheduler.

Configuration to modify preemption of backfill and exclusive jobs

File	Parameter	Syntax and description
`lsb.params`	PREEMPT_JOBTYPE	PREEMPT_JOBTYPE=BACKFILL • Enables preemption of backfill jobs. • Requires the line PREEMPTION=PREEMPTABLE in the queue definition. • Only jobs from queues with a higher priority than queues that define resource or slot reservations can preempt jobs from backfill queues.
		PREEMPT_JOBTYPE=EXCLUSIVE • Enables preemption of and preemption by exclusive jobs. • Requires the line PREEMPTION=PREEMPTABLE or PREEMPTION=PREEMPTIVE in the queue definition. • Requires the definition of LSB_DISABLE_LIMLOCK_EXCL in lsf.conf.
		PREEMPT_JOBTYPE=EXCLUSIVE BACKFILL • Enables preemption of exclusive jobs, backfill jobs, or both.
`lsf.conf`	LSB_DISABLE_LIMLOCK_EXCL	LSB_DISABLE_LIMLOCK_EXCL=y • Enables preemption of exclusive jobs. • For a host running an exclusive job: – **lsload** displays the host status ok. – **bhosts** displays the host status closed. – Users can run tasks on the host using **lsrun** or **lsgrun**. To prevent users from running tasks during execution of an exclusive job, the parameter **LSF_DISABLE_LSRUN**=y must be defined in `lsf.conf`. • Changing this parameter requires a restart of all sbatchds in the cluster (**badmin hrestart**). Do not change this parameter while exclusive jobs are running.

Configuration to modify how job slot usage is calculated

File	Parameter	Syntax and description
lsb.params	PREEMPT_FOR	PREEMPT_FOR=GROUP_JLP • Counts only running jobs when evaluating if a user group is approaching its per-processor job slot limit (SLOTS_PER_PROCESSOR, USERS, and PER_HOST=all in the lsb.resources file), ignoring suspended jobs
		PREEMPT_FOR=GROUP_MAX • Counts only running jobs when evaluating if a user group is approaching its total job slot limit (SLOTS, PER_USER=all, and HOSTS in the lsb.resources file), ignoring suspended jobs
		PREEMPT_FOR=HOST_JLU • Counts only running jobs when evaluating if a user or user group is approaching its per-host job slot limit (SLOTS, PER_USER=all, and HOSTS in the lsb.resources file), ignoring suspended jobs
		PREEMPT_FOR=USER_JLP • Counts only running jobs when evaluating if a user is approaching their per-processor job slot limit (SLOTS_PER_PROCESSOR, USERS, and PER_HOST=all in the lsb.resources file) • Ignores suspended jobs when calculating the per-processor job slot limit for individual users

Configuration to modify preemption of parallel jobs

File	Parameter	Syntax and description
lsb.params	PREEMPT_FOR	PREEMPT_FOR=MINI_JOB • Optimizes preemption of parallel jobs by preempting only enough low-priority parallel jobs to start the high-priority parallel job
		PREEMPT_FOR=OPTIMAL_MINI_JOB • Optimizes preemption of parallel jobs by preempting only low-priority parallel jobs based on the least number of jobs that will be suspended to allow the high-priority parallel job to start

Configuration to modify the control action applied to preempted jobs

File	Parameter	Syntax and description
lsb.queues	TERMINATE_WHEN	TERMINATE_WHEN=PREEMPT • Changes the default control action of SUSPEND to TERMINATE so that LSF terminates preempted jobs

Configuration to control how many times a job can be preempted

By default, if preemption is enabled, there is actually no guarantee that a job will ever actually complete. A lower priority job could be preempted again and again, and ultimately end up being killed due to a run limit.

Limiting the number of times a job can be preempted is configured cluster-wide (lsb.params), at the queue level (lsb.queues), and at the application level (lsb.applications). MAX_JOB_PREEMPT in lsb.applications overrides lsb.queues, and lsb.queues overrides lsb.params configuration.

Files	Parameter	Syntax and description
lsb.params lsb.queues lsb.applications	MAX_JOB_PREEMPT	MAX_JOB_PREEMPT=*integer* • Specifies the maximum number of times a job can be preempted. • Specify a value within the following ranges: 0 < MAX_JOB_PREEMPT < INFINIT_INT INFINIT_INT is defined in lsf.h • By default, the number of preemption times is unlimited.

When MAX_JOB_ PREEMPT is set, and a job is preempted by higher priority job, the number of job preemption times is set to 1. When the number of preemption times exceeds MAX_JOB_ PREEMPT, the job will run to completion and cannot be preempted again.

The job preemption limit times is recovered when LSF is restarted or reconfigured.

If **brequeue** or **bmig** is invoked under a job suspend control (**SUSPEND_CONTROL** in lsb.applications or **JOB_CONTROLS** in lsb.queues), the job will be requeued or migrated and the preempted counter reset to 0. To prevent the preempted counter from resetting to 0 under job suspend control, set **MAX_JOB_PREEMPT_RESET** in lsb.params to N. LSF will not reset the preempted count for **MAX_JOB_PREEMPT** when the started job is requeued, migrated or rerun.

Configuration of a grace period before preemption

For details, see PREEMPT_DELAY in the file configuration reference.

Files	Parameter	Syntax and description

(in order of precedence:)
`lsb.applications`
`lsb.queues`
`lsb.params`
	PREEMPT_DELAY	PREEMPT_DELAY=*seconds*
		• Specifies the number seconds for a preemptive job in the pending state to wait before a lower-priority job can be preempted.
		• By default, the preemption is immediate.

Preemptive scheduling commands

Commands for submission

Command	Description
bsub -q *queue_name*	• Submits the job to the specified queue, which may have a run limit that is associated with it
bsub -W *minutes*	• Submits the job with the specified run limit, in minutes
bsub -app *application_profile_name*	• Submits the job to the specified application profile, which may have a run limit that is associated with it

Commands to monitor

Command	Description
bjobs -s	• Displays suspended jobs, together with the reason the job was suspended

Commands to control

Command	Description
brun	• Forces a pending job to run immediately on specified hosts. For an exclusive job, when LSB_DISABLE_LIMLOCK_EXCL=y, LSF allows other jobs already running on the host to finish but does not dispatch any additional jobs to that host until the exclusive job finishes.

Commands to display configuration

Command	Description
bqueues	• Displays the priority (PRIO) and run limit (RUNLIMIT) for the queue, and whether the queue is configured to be preemptive, preemptable, or both
bhosts	• Displays the number of job slots per user for a host • Displays the number of job slots available
bparams	• Displays the value of parameters defined in `lsb.params`.
badmin showconf	• Displays all configured parameters and their values set in `lsf.conf` or `ego.conf` that affect **mbatchd** and **sbatchd**. Use a text editor to view other parameters in the `lsf.conf` or `ego.conf` configuration files. • In a MultiCluster environment, displays the parameters of daemons on the local cluster.

Specifying Resource Requirements

About resource requirements

Resource requirements define which hosts a job can run on. Each job has its resource requirements and hosts that match the resource requirements are the candidate hosts. When LSF schedules a job, it uses the load index values of all the candidate hosts. The load values for each host are compared to the scheduling conditions. Jobs are only dispatched to a host if all load values are within the scheduling thresholds.

By default, if a job has no resource requirements, LSF places it on a host of the same type as the submission host (i.e., type==local). However, if a job has string or Boolean resource requirements specified and the host type has not been specified, LSF places the job on any host (i.e., type==any) that satisfies the resource requirements.

To override the LSF defaults, specify resource requirements explicitly. Resource requirements can be set for queues, for application profiles, or for individual jobs.

To best place a job with optimized performance, resource requirements can be specified for each application. This way, you do not have to specify resource requirements every time you submit a job. The LSF administrator may have already configured the resource requirements for your jobs, or you can put your executable name together with its resource requirements into your personal remote task list.

The **bsub** command automatically uses the resource requirements of the job from the remote task lists.

A resource requirement is an expression that contains resource names and operators.

Compound resource requirements

In some cases different resource requirements may apply to different parts of a parallel job. The first execution host, for example, may require more memory or a faster processor for optimal job scheduling. Compound resource requirements allow you to specify different requirements for some slots within a job in the queue-level, application-level, or job-level resource requirement string.

Compound resource requirement strings can be set by the application-level or queue-level **RES_REQ** parameter, or used with **bsub -R** when a job is submitted. **bmod -R** accepts compound resource requirement strings for pending jobs but not running jobs.

Special rules take effect when compound resource requirements are merged with resource requirements defined at more than one level. If a compound resource requirement is used at any level (job, application, or queue) the compound multi-level resource requirement combinations described later in this chapter apply.

The same resource requirement can be used within each component expression (simple resource requirement). For example, suppose static strings resource res1 and res2 are defined. We permit a resource requirement such as:

```
"4*{select[io] same[res1]} + 4*{select[compute] same[res1]}"
```

With this resource requirement, there are two simple subexpressions, R1 and R2. For each of these subexpressions, all slots must come from hosts with equal values of res1. However, R1 may occupy hosts of a different value than those occupied by R2.

You can specify a global same requirement that takes effect over multiple subexpressions of a compound resource requirement string. For example,

```
"{4*{select[io]} + 4*{select[compute]}} same[res1]"
```

This syntax allows users to express that both subexpressions must reside on hosts that have a common value for res1.

In general, there may be more than two subexpressions in a compound resource requirement. The global same will apply to all of them.

Arbitrary nesting of brackets is not permitted. For example, you cannot have a global same apply to only two of three subexpressions of a compound resource requirement. However, each subexpression can have its own local same as well as a global same for the compound expression as a whole. For example, the following is permitted:

```
"{4*{same[res1]} + 4*{same[res1]}} same[res2]"
```

In addition, a compound resource requirement expression with a global same may be part of a larger alternative resource requirement string.

A compound resource requirement expression with a global same can be used in the following instances:

- Submitting a job: **bsub -R "rsrc_req_string" <other_bsub_options> a.out**
- Configuring application profile (lsb.applications): **RES_REQ = "rsrc_req_string"**
- Queue configuration (lsb.queues): **RES_REQ = "rsrc_req_string"**

Syntax:

- A single compound resource requirement:
  "{ compound_rsrc_req } same[same_str]"
- A compound resource requirement within an alternative resource requirement:
  "{{ compound_rsrc_req } same[same_str]} || {R}"
- A compound resource requirement within an alternative resource requirement with delay:
  "{R} || {{ compound_rsrc_req } same[same_str]}@D"
  where D is a positive integer.

Restriction:

- Compound resource requirements cannot contain cu sections or the || operator. Compound resource requirements cannot be defined (included) in any multiple -R options.
- Resizable jobs cannot have compound resource requirements.
- Compound resource requirements cannot be specified in the definition of a guaranteed resource pool.
- Resource allocation for parallel jobs using compound resources is done for each compound resource term in the order listed instead of considering all possible combinations. A host rejected for not satisfying one resource requirement term will not be reconsidered for subsequent resource requirement terms.
- Compound resource requirements were introduced in LSF Version 7 Update 5, and are not compatible with earlier versions of LSF.

Alternative resource requirements

In some circumstances more than one set of resource requirements may be acceptable for a job to be able to run. LSF provides the ability to specify alternative resource requirements.

An alternative resource requirement consists of two or more individual simple or compound resource requirements. Each separate resource requirement describes an alternative. When a job is submitted with alternative resource requirements, the alternative resource picked must satisfy the mandatory first execution host. If none of the alternatives can satisfy the mandatory first execution host, the job will PEND.

Alternative resource requirement strings can be specified at the application-level or queue-level **RES_REQ** parameter, or used with **bsub -R** when a job is submitted. **bmod -R** also accepts alternative resource requirement strings for pending jobs.

The rules for merging job, application, and queue alternative resource requirements are the same as for compound resource requirements.

Alternative resource requirements cannot be used with the following features:

- Resizable jobs
- **bsub multiple -R** commands
- TS jobs, including those with the **tssub** command

- Hosts from HPC integrations that use toplib, including CPUset and Blue Gene.

If a job with alternative resource requirements specified is re-queued, it will have all alternative resource requirements considered during scheduling. If a `@D` delay time is specified, it is interpreted as waiting, starting from the original submission time. For a restart job, `@D` delay time starts from the restart job submission time.

Resource requirements in application profiles

See "Resource requirements" on page 436 for information about how resource requirements in application profiles are resolved with queue-level and job-level resource requirements.

Resizable jobs and resource requirements

In general, resize allocation requests for resizable jobs use the resource requirements of the running job. When the resource requirement string for a job is modified with **bmod -R**, the new string takes effects for a job resize request. The resource requirement of the allocation request is merged from resource requirements specified at the queue, job, and application levels.

Restriction:

- Autoresizable jobs cannot have compute unit resource requirements. Any autoresizable jobs switched to queues with compute unit resource requirements will no longer be autoresizable.
- Resizable jobs cannot have compound or alternative resource requirements.

Queue-level resource requirements

Each queue can define resource requirements that apply to all the jobs in the queue.

When resource requirements are specified for a queue, and no job-level or application profile resource requirement is specified, the queue-level resource requirements become the default resource requirements for the job.

Resource requirements determined by the queue no longer apply to a running job after running **badmin reconfig**, For example, if you change the RES_REQ parameter in a queue and reconfigure the cluster, the previous queue-level resource requirements for running jobs are lost.

Syntax

The condition for dispatching a job to a host can be specified through the queue-level **RES_REQ** parameter in the queue definition in `lsb.queues`. Queue-level **RES_REQ** rusage values must be in the range set by **RESRSV_LIMIT** (set in `lsb.queues`), or the queue-level **RES_REQ** is ignored.

Examples

```
RES_REQ=select[((type==LINUX2.4 && r1m < 2.0)||(type==AIX && r1m < 1.0))]
```

This allows a queue, which contains LINUX2.4 and AIX hosts, to have different thresholds for different types of hosts.

```
RES_REQ=select[((hname==hostA && mem > 50)||(hname==hostB && mem > 100))]
```

Using the hname resource in the resource requirement string allows you to set up different conditions for different hosts in the same queue.

Load thresholds

Load thresholds can be configured by your LSF administrator to schedule jobs in queues. Load thresholds specify a load index value.

loadSched

The scheduling threshold that determines the load condition for dispatching pending jobs. If a host's load is beyond any defined loadSched, a job is not started on the host. This threshold is also used as the condition for resuming suspended jobs.

loadStop

The suspending condition that determines when running jobs should be suspended.

Thresholds can be configured for each queue, for each host, or a combination of both. To schedule a job on a host, the load levels on that host must satisfy both the thresholds configured for that host and the thresholds for the queue from which the job is being dispatched.

The value of a load index may either increase or decrease with load, depending on the meaning of the specific load index. Therefore, when comparing the host load conditions with the threshold values, you need to use either greater than (>) or less than (<), depending on the load index.

View queue-level resource requirements

Use **bqueues -l** to view resource requirements (RES_REQ) defined for the queue:

```
bqueues -l normal
QUEUE: normal
 -- No description provided.  This is the default queue.
...
RES_REQ:  select[type==any]
rusage[mem=10,dynamic_rsrc=10:duration=2:decay=1]
...
```

Job-level resource requirements

Each job can specify resource requirements. Job-level resource requirements override any resource requirements specified in the remote task list.

In some cases, the queue specification sets an upper or lower bound on a resource. If you attempt to exceed that bound, your job will be rejected.

Syntax

To specify resource requirements for your job, use **bsub -R** and specify the resource requirement string as usual. You can specify multiple -R order, same, rusage, and select sections.

Note:

Within esub, you can get resource requirements using the LSB_SUB_RES_REQ variable, which merges multiple –R from the **bsub** command. If you want to

modify the LSB_SUB_RES_REQ variable, you cannot use multiple –R format. Instead, use the && operator to merge them manually.

Merged **RES_REQ** rusage values from the job and application levels must be in the range of **RESRSV_LIMIT** (set in `lsb.queues`), or the job is rejected.

Examples

```
bsub -R "swp > 15 && hpux order[ut]" myjob
```

or

```
bsub -R "select[swp > 15]" -R "select[hpux] order[ut]" myjob
```

This runs `myjob` on an HP-UX host that is lightly loaded (CPU utilization) and has at least 15 MB of swap memory available.

```
bsub -R "select[swp > 15]" -R "select[hpux] order[r15m]"  -R "order[r15m]" -R rusage[mem=100]"
-R "order[ut]" -R "same[type] -R "rusage[tmp=50:duration=60]" -R "same[model]" myjob
```

LSF merges the multiple `-R` options into one string and dispatches the job if all of the resource requirements can be met. By allowing multiple resource requirement strings and automatically merging them into one string, LSF simplifies the use of multiple layers of wrapper scripts.

View job-level resource requirements

1. Use **bjobs -l** to view resource requirements defined for the job:

   ```
   bsub -R "type==any" -q normal myjob
   Job <2533> is submitted to queue <normal>.
   bjobs -l 2533
   Job <2533>, User <user1>, Project <default>, Status <DONE>, Queue <normal>,
        Command <myjob>
   Fri May 10 17:21:26 2009: Submitted from host <hostA>, CWD <$HOME>, Requested
     Resources <{hname=hostB} || {hname=hostC}>;
   Fri May 10 17:21:31 2009: Started on <hostB>, Execution Home </home/user1>,
     Execution CWD </home/user1>;
   Fri May 10 17:21:47 2009: Done successfully. The CPU time used is 0.3 seconds.
   ...
   ```

2. After a job is finished, use **bhist -l** to view resource requirements defined for the job:

   ```
   bhist -l 2533
   Job <2533>, User <user1>, Project <default>, Command <myjob>
   Fri May 10 17:21:26 2009: Submitted from host <hostA>, to Queue <normal>, CWD
        <$HOME>, Requested Resources <{hname=hostB} || {hname=hostC}>;
   Fri May 10 17:21:31 2009: Dispatched to <hostB>, <Effective RES_REQ <select[
   (hname = hostC ) && (type == any)] order[r15s:pg] >>;
   Fri May 10 17:21:32 2009: Starting (Pid 1850232);
   Fri May 10 17:21:33 2009: Running with execution home </home/user1>, Execution
        CWD </home/user1>, Execution Pid <1850232>;
   Fri May 10 17:21:45 2009: Done successfully. The CPU time used is 0.3 seconds;
   ...
   ```

   Note:

   If you submitted a job with multiple select strings using the **bsub** `-R` option, **bjobs -l** and **bhist -l** display a single, merged select string.

About resource requirement strings

Most LSF commands accept a **-R** *res_req* argument to specify resource requirements. The exact behavior depends on the command. For example,

specifying a resource requirement for the **lsload** command displays the load levels for all hosts that have the requested resources.

Specifying resource requirements for the **lsrun** command causes LSF to select the best host out of the set of hosts that have the requested resources.

A resource requirement string describes the resources that a job needs. LSF uses resource requirements to select hosts for remote execution and job execution.

Resource requirement strings can be simple (applying to the entire job) or compound (applying to the specified number of slots).

Resource requirement string sections

- A selection section (select). The selection section specifies the criteria for selecting hosts from the system.
- An ordering section (order). The ordering section indicates how the hosts that meet the selection criteria should be sorted.
- A resource usage section (rusage). The resource usage section specifies the expected resource consumption of the task.
- A job spanning section (span). The job spanning section indicates if a parallel batch job should span across multiple hosts.
- A same resource section (same). The same section indicates that all processes of a parallel job must run on the same type of host.
- A compute unit resource section (cu). The cu section specifies how a job should be placed with respect to the underlying network architecture.
- An affinity resource section (affinity). The affinity section specifies how a job should be placed with respect to CPU and memory affinity on NUMA hosts.

Which sections apply

Depending on the command, one or more of these sections may apply. For example:

- **bsub** uses all sections
- **lshosts** only selects hosts, but does not order them
- **lsload** selects and orders hosts
- **lsplace** uses the information in select, order, and rusage sections to select an appropriate host for a task
- **lsloadadj** uses the rusage section to determine how the load information should be adjusted on a host

Simple syntax

```
select[selection_string] order[order_string] rusage[usage_string [, usage_string]
[|| usage_string] ...] span[span_string] same[same_string] cu[cu_string] affinity[affinity_string]
```

With the **bsub** and **bmod** commands, and only with these commands, you can specify multiple `-R` order, same, rusage, and select sections. The **bmod** command does not support the use of the `||` operator.

The section names are `select`, `order`, `rusage`, `span`, `same`, `cu`, and `affinity`. Sections that do not apply for a command are ignored.

The square brackets must be typed as shown for each section. A blank space must separate each resource requirement section.

You can omit the select keyword and the square brackets, but the selection string must be the *first* string in the resource requirement string. If you do not give a section name, the first resource requirement string is treated as a selection string (select[*selection_string*]).

Each section has a different syntax.

By default, memory (mem) and swap (swp) limits in select[] and rusage[] sections are specified in MB. Use LSF_UNIT_FOR_LIMITS in `lsf.conf` to specify a larger unit for these limits (MB, GB, TB, PB, or EB).

Compound syntax

*num1**{*simple_string1*} + *num2**{*simple_string2*} + ...

where *numx* is the number of slots affected and *simple_stringx* is a simple resource requirement string with the syntax:

select[*selection_string*] order[*order_string*] rusage[*usage_string* [, *usage_string*]...] span[*span_string*]

Resource requirements applying to the first execution host (if used) should appear in the first compound term *num1**{*simple_string1*}.

Place specific (harder to fill) requirements before general (easier to fill) requirements since compound resource requirement terms are considered in the order they appear. Resource allocation for parallel jobs using compound resources is done for each compound resource term independently instead of considering all possible combinations.

Note: A host rejected for not satisfying one resource requirement term will not be reconsidered for subsequent resource requirement terms.

For jobs without the number of total slots specified using **bsub -n**, the final *numx* can be omitted. The final resource requirement is then applied to the zero or more slots not yet accounted for using the default slot setting of the parameter **TASKLIMIT** as follows:

- (final res_req number of slots) = MAX(0,(default number of job slots from **TASKLIMIT**)-(*num1*+*num2*+...))

For jobs with the total number of slots specified using **bsub -n** *num_slots*, the total number of slots must match the number of slots in the resource requirement as follows, and the final *numx* can be omitted:

- *num_slots*=(*num1*+*num2*+*num3*+...)

For jobs with compound resource requirements and first execution host candidates specified using bsub -m, the first allocated host must satisfy the simple resource requirement string appearing first in the compound resource requirement. Thus the first execution host must satisfy the requirements in *simple_string1* for the following compound resource requirement:

- *num1**{*simple_string1*} + *num2**{*simple_string2*} + *num3**{*simple_string3*}

Compound resource requirements do not support use of the `||` operator within the component rusage simple resource requirements, or use of the cu section.

How simple multi-level resource requirements are resolved

Simple resource requirements can be specified at the job, application, and queue levels. When none of the resource requirements are compound, requirements defined at different levels are resolved in the following ways:

- In a select string, a host must satisfy *all* queue-level, application-level, and job-level requirements for the job to be dispatched.
- In a same string, all queue-level, application-level, and job-level requirements are combined before the job is dispatched.
- order, span, and cu sections defined at the job level overwrite those defined at the application level or queue level. order, span, and cu sections defined at the application level overwrite those defined at the queue level. The default order string is `r15s:pg`.
- For usage strings, the rusage section defined for the job overrides the rusage section defined in the application. The two rusage definitions are merged, with the job-level rusage taking precedence. Similarly, rusage strings defined for the job or application are merged with queue-level strings, with the job and then application definitions taking precedence over the queue if there is any overlap.

section	**simple resource requirement multi-level behavior**
select	all levels satisfied
same	all levels combined
order span cu	job-level section overwrites application-level section, which overwrites queue-level section (if a given level is present)
rusage	all levels merge if conflicts occur the job-level section overwrites the application-level section, which overwrites the queue-level section.

For internal load indices and duration, jobs are rejected if the merged job-level and application-level resource reservation requirements exceed the requirements specified at the queue level.

Note: If a compound resource requirement is used at one or more levels (job, application, or queue) the compound rules apply.

How compound and multi-level resource requirements are resolved

Compound resource requirements can be specified at the job, application, and queue levels. When one or more of the resource requirements is compound or alternative, requirements at different levels are resolved depending on where the compound resource requirement appears.

During the first stage, LSF decides between the job and application level resource requirement:

1. If a resource requirement is not defined at the job level, LSF takes the application level resource requirement, if any.
2. If any level defines an alternative resource requirement, the job-level will override the application level resource requirement as a whole. There is no merge.
3. If both levels have simple resource requirements, the job level will merge with the application level resource requirement.

During the second stage, LSF decides between the job/application merged result and the queue level resource requirement:

1. If the merged result does not define any resource requirement, LSF takes the queue-level resource requirement.
2. If the merged result or queue-level is an alternative resource requirement, LSF will take the merged result.
3. If the queue-level is a simple resource requirement and the merged result is a simple resource requirement, LSF will merge the merged result with the queue-level resource requirement.
4. If the queue-level resource requirement is simple and the merged result is an alternative resource requirement, each sub expression in the alternative resource requirement will merge with the queue-level resource requirement, following these rules:
5.
   a. select[] must be satisfied for all of them.
   b. order[] clause: The merged clause will override the queue-level clause.
   c. rusage[]: The merged rusage will merge with the queue-level rusage. If the queue-level defines a job-level resource, this rusage sub-term will only be merged into the left most atomic resource requirement term.
   d. span[]: The merged span will override the queue-level span.
   e. Queue-level same[] and cu[] are ignored.

For internal load indices and duration, jobs are rejected if they specify resource reservation requirements that exceed the requirements specified at the application level or queue level.

Note: If a compound resource requirement is used at one or more levels (job, application, or queue) the compound rules apply.

Compound queue level

When a compound resource requirement is set for a queue, it will be ignored unless it is the only resource requirement specified (no resource requirements are set at the job level or application level).

Compound application level

When a compound resource requirement is set at the application level, it will be ignored if any job-level resource requirements (simple or compound) are defined.

In the event no job-level resource requirements are set, the compound application-level requirements interact with queue-level resource requirement strings in the following ways:

- If no queue-level resource requirement is defined or a compound queue-level resource requirement is defined, the compound application-level requirement is used.
- If a simple queue-level requirement is defined, the application-level and queue-level requirements combine as follows:

section	compound application and simple queue behavior
select	both levels satisfied; queue requirement applies to all compound terms
same	queue level ignored
orderspan	application-level section overwrites queue-level section (if a given level is present); queue requirement (if used) applies to all compound terms
rusage	• both levels merge • queue requirement if a job-based resource is applied to the first compound term, otherwise applies to all compound terms • if conflicts occur the application-level section overwrites the queue-level section. For example: if the application-level requirement is `num1*{rusage[R1]} + num2*{rusage[R2]}` and the queue-level requirement is `rusage[RQ]` where `RQ` is a job-based resource, the merged requirement is `num1*{rusage[merge(R1,RQ)]} + num2*{rusage[R2]}`

Compound job level

When a compound resource requirement is set at the job level, any simple or compound application-level resource requirements are ignored, and any compound queue-level resource requirements are ignored.

In the event a simple queue-level requirement appears along with a compound job-level requirement, the requirements interact as follows:

section	compound job and simple queue behavior
select	both levels satisfied; queue requirement applies to all compound terms
same	queue level ignored
orderspan	job-level section overwrites queue-level section (if a given level is present); queue requirement (if used) applies to all compound terms

section	compound job and simple queue behavior
rusage	• both levels merge • queue requirement if a job-based resource is applied to the first compound term, otherwise applies to all compound terms • if conflicts occur the job-level section overwrites the queue-level section. For example: if the job-level requirement is `num1*{rusage[R1]} + num2*{rusage[R2]}` and the queue-level requirement is `rusage[RQ]` where `RQ` is a job resource, the merged requirement is `num1*{rusage[merge(R1,RQ)]} + num2*{rusage[R2]}`

Example 1

A compound job requirement and simple queue requirement.

job level: `2*{select[type==X86_64] rusage[licA=1] span[hosts=1]} + 8*{select[type==any]}`

application level: not defined

queue level: `rusage[perslot=1]`

The final job scheduling resource requirement merges the simple queue-level rusage section into each term of the compound job-level requirement, resulting in: `2*{select[type==X86_64] rusage[licA=1:perslot=1] span[hosts=1]} + 8*{select[type==any] rusage[perslot=1]}`

Example 2

A compound job requirement and compound queue requirement.

job level: `2*{select[type==X86_64 && tmp>10000] rusage[mem=1000] span[hosts=1]} + 8*{select[type==X86_64]}`

application level: not defined

queue level: `2*{select[type==X86_64] rusage[mem=1000] span[hosts=1]} +8*{select[type==X86_64]}`

The final job scheduling resource requirement ignores the compound queue-level requirement, resulting in: `2*{select[type==X86_64 && tmp>10000] rusage[mem=1000] span[hosts=1]} + 8*{select[type==X86_64]}`

Example 3

A compound job requirement and simple queue requirement where the queue requirement is a job-based resource.

job level: `2*{select[type==X86_64]} + 2*{select[mem>1000]}`

application level: not defined

queue level: `rusage[licA=1]` where `licA=1` is job-based.

The queue-level requirement is added to the first term of the compound job-level requirement, resulting in: `2*{select[type==X86_64] rusage[licA=1]} + 2*{select[mem>1000]}`

Example 4

Compound multi-phase job requirements and simple multi-phase queue requirements.

job level: `2*{rusage[mem=(400 350):duration=(10 15):decay=(0 1)]} + 2*{rusage[mem=300:duration=10:decay=1]}`

application level: not defined

queue level: `rusage[mem=(500 300):duration=(20 10):decay=(0 1)]`

The queue-level requirement is overridden by the first term of the compound job-level requirement, resulting in: `2*{rusage[mem=(400 350):duration=(10 15):decay=(0 1)]} + 2*{rusage[mem=300:duration=10:decay=1]}`

How alternative resource requirements are resolved

During the first stage, LSF decides between the job and application level resource requirement:

1. If a resource requirement is not defined at the job level, LSF takes the application level resource requirement, if any
2. If any level defines an alternative resource requirement, the job-level will override the application level resource requirement as a whole. There is no merge.
3. If both levels have simple resource requirements, the job level will merge with the application level resource requirement.

During the second stage, LSF decides between the job/application merged result and the queue level resource requirement:

1. If the merged result does not define any resource requirement, LSF takes the queue-level resource requirement.
2. If the merged result and queue-level resource requirement is an alternative resource requirement, LSF will take the merged result.
3. If the queue-level is a simple resource requirement and the merged result is a simple resource requirement, LSF will merge the merged result with the queue-level resource requirement.
4. If the queue-level resource requirement is simple and the merged result is an alternative resource requirement, each sub expression in the alternative resource requirement will merge with the queue-level resource requirement, following these rules:
   a. select[] must be satisfied for all of them.
   b. order[] clause: The merged clause will override the queue-level clause.
   c. rusage[]: The merged rusage will merge with the queue-level rusage. When the sub-term of the alternative resource requirement is a compound resource requirement, and the queue-level defines a job-level resource, this rusage

section will only be merged into the left most atomic resource requirement term of this sub-term. Otherwise, it will be merged into all the terms for this sub-term.

d. span[]: The merged span will override the queue-level span.

e. Queue-level same[] and cu[] are ignored.

After the job is submitted, the pending reason given only applies to the first alternative even though LSF is trying the other applicable alternatives.

Combined resource requirements

The combined resource requirement is the result of mbatchd merging job, application, and queue level resource requirements for a job.

Effective resource requirements

The effective resource requirement always represents the job's allocation. The effective resource requirement string for scheduled jobs represents the resource requirement that is used by the scheduler to make a dispatch decision. When a job is dispatched, the `mbschd` generates the effective resource requirement for the job from the combined resource requirement according to the job's real allocation.

After the job has started, you can use **bmod -R** to modify the job's effective resource requirement along with the job allocation. The rusage section of the effective resource is updated with the rusage in the newly combined resource requirement. The other sections in the resource requirement string such as select, order, span, etc. are kept the same during job runtime because they are still used for the job by the scheduler.

For started jobs, you can only modify effective resource requirements from simple to simple. Any request to change effective resource requirements to compound or alternative resource requirements will be rejected. Attempting to modify the resource requirement of a running job to use rusage with or "||" branches will also be rejected.

By default, LSF does not modify effective resource requirements and job resource usage when running the **bswitch** command. However, you can set the **BSWITCH_MODIFY_RUSAGE** parameter to Y to allow **bswitch** to update job resource usage according to the resource requirements in the new queue.

When a job finishes, the effective resource requirement last used by the job will be saved in the **JOB_FINISH** event record of lsb.acct and **JOB_FINISH2** of lsb.stream. **bjobs -l** always displays the effective resource requirement that is used by the job in the resource requirement details.

Selection string

The selection string specifies the characteristics that a host must have to match the resource requirement. It is a logical expression that is built from a set of resource names. The selection string is evaluated for each host; if the result is non-zero, then that host is selected. When used in conjunction with a cu string, hosts not belonging to compute unit are not considered.

Syntax

The selection string can combine resource names with logical and arithmetic operators. Non-zero arithmetic values are treated as logical TRUE, and zero as

logical FALSE. Boolean resources (for example, server to denote LSF server hosts) have a value of one if they are defined for a host, and zero if they are not defined for the host.

The resource names swap, idle, login, and cpu are accepted as aliases for swp, it, ls, and r1m respectively.

The ut index measures CPU utilization, which is the percentage of time spent running system and user code. A host with no processes running has a ut value of 0 percent; a host on which the CPU is completely loaded has a ut of 100 percent. You must specify ut as a floating-point number between 0.0 and 1.0.

For the string resources type and model, the special value any selects any value and local selects the same value as that of the local host. For example, type==local selects hosts of the same type as the host submitting the job. If a job can run on any type of host, include type==any in the resource requirements.

If no type is specified, the default depends on the command. For **bsub**, **lsplace**, **lsrun**, and **lsgrun** the default is `type==local` unless a string or Boolean resource is specified, in which case it is `type==any`. For **lshosts**, **lsload**, **lsmon** and **lslogin** the default is `type==any`.

Tip:

When **PARALLEL_SCHED_BY_SLOT=Y** in `lsb.params`, the resource requirement string keyword ncpus refers to the number of slots instead of the number of CPUs, however **lshosts** output will continue to show ncpus as defined by **EGO_DEFINE_NCPUS** in `lsf.conf`.

You can also filter hosts by using 'slots' or 'maxslots' in the select string of resource requirements. For example:

```
select[slots>4 && maxslots < 10 || mem > 10] order[-
slots:maxslots:maxmem:ut]
```

Specify multiple -R options

bsub accepts multiple `-R` options for the select section in simple resource requirements.

Restriction:

Compound resource requirements do not support multiple `-R` options.

You can specify multiple resource requirement strings instead of using the && operator. For example:

```
bsub -R "select[swp > 15]" -R "select[hpux]"
```

LSF merges the multiple `-R` options into one string and dispatches the job if all of the resource requirements can be met. By allowing multiple resource requirement strings and automatically merging them into one string, LSF simplifies the use of multiple layers of wrapper scripts.

When LSF_STRICT_RESREQ=Y is configured in `lsf.conf`, you cannot specify more than one select section in the same `-R` option. Use the logical and (&&) operator to

specify multiple selection strings in the same select section. For example, the following command submits a job called `myjob` to run on a host that has more than 15 MB of swap space available, and maximum RAM larger than 100 MB. The job is expected to reserve 100 MB memory on the host:

```
% bsub -R "select [swp > 15 &&  maxmem > 100]  rusage[mem = 100] " myjob
```

The number of `-R` option sections is unlimited.

Select shared string resources

You must use single quote characters (') around string-type shared resources. For example, use **lsload -s** to see the shared resources that are defined for the cluster:

```
lsload -s
RESOURCE                                VALUE       LOCATION
os_version                                4.2       pc36
os_version                                4.0       pc34
os_version                                4.1       devlinux4
cpu_type                                   ia       pc36
cpu_type                                   ia       pc34
cpu_type                                unknown       devlinux4
```

Use a select string in **lsload -R** to specify the shared resources you want to view, enclosing the shared resource values in single quotes. For example:

```
lsload -R "select[os_version=='4.2' || cpu_type=='unknown']"
HOST_NAME       status  r15s   r1m  r15m   ut    pg  ls    it   tmp   swp   mem
pc36                ok   0.0   0.2   0.1   1%   3.4   3     0  895M  517M  123M
devlinux4           ok   0.0   0.1   0.0   0%   2.8   4     0 6348M  504M  205M
```

Note:

When reserving resources based on host status (**bsub -R "status==ok"**), the host status must be the one displayed by running **bhosts** not **lsload**.

Operators

These operators can be used in selection strings. The operators are listed in order of decreasing precedence.

Syntax	Meaning
(a)	When LSF_STRICT_RESREQ=Y is configured in lsf.conf, an expression between parentheses has higher priority than other operators.
-a	Negative of `a`
!a	Logical not: `1` if `a==0`, `0` otherwise
a * b	Multiply `a` and `b`
a / b	Divide `a` by `b`
a + b	Add `a` and `b`
a - b	Subtract `b` from `a`

Syntax	Meaning
a > b	1 if a is greater than b, 0 otherwise
a < b	1 if a is less than b, 0 otherwise
a >= b	1 if a is greater than or equal to b, 0 otherwise
a <= b	1 if a is less than or equal to b, 0 otherwise
a == b	1 if a is equal to b, 0 otherwise
a != b	1 if a is not equal to b, 0 otherwise
a && b	Logical AND: 1 if both a and b are non-zero, 0 otherwise
a || b	Logical OR: 1 if either a or b is non-zero, 0 otherwise

Examples

```
select[(swp > 50 && type == x86_64) || (swp > 35 && type == LINUX)]
select[((2*r15s + 3*r1m + r15m) / 6 < 1.0) && !fs && (cpuf > 4.0)]
```

Specify shared resources with the keyword "defined":
A shared resource may be used in the resource requirement string of any LSF command. For example, when submitting an LSF job that requires a certain amount of shared scratch space, you might submit the job as follows:

```
bsub -R "avail_scratch > 200 && swap > 50" myjob
```

The above assumes that all hosts in the cluster have access to the shared scratch space. The job is only scheduled if the value of the "avail_scratch" resource is more than 200 MB and goes to a host with at least 50 MB of available swap space.

It is possible for a system to be configured so that only some hosts within the LSF cluster have access to the scratch space. To exclude hosts that cannot access a shared resource, the defined(*resource_name*) function must be specified in the resource requirement string.

For example:

```
bsub -R "defined(avail_scratch) && avail_scratch > 100 && swap > 100" myjob
```

would exclude any hosts that cannot access the scratch resource. The LSF administrator configures which hosts do and do not have access to a particular shared resource.

Supported resource names in the defined function

Only resource names configured in `lsf.shared`, *except* dynamic NUMERIC resource names with INTERVAL fields defined are accepted as the argument in the defined (*resource_name*) function.

The following resource names are *not* accepted in the defined (*resource_name*) function:

- The following built-in resource names:

  ```
  r15s r1m r15m ut pg io ls it tmp swp mem ncpus ndisks maxmem
  maxswp maxtmp cpuf type model status rexpri server and hname
  ```

- Dynamic NUMERIC resource names configured in `lsf.shared` with INTERVAL fields defined. In the default configuration, these are mode, cntrl, it_t.)

- Other non-built-in resource names not configured in `lsf.shared`.

Specify exclusive resources:
An exclusive resource may be used in the resource requirement string of any placement or scheduling command, such as **bsub**, **lsplace**, **lsrun**, or **lsgrun**. An exclusive resource is a special resource that is assignable to a host. This host will not receive a job unless that job explicitly requests the host. For example, use the following command to submit a job requiring the exclusive resource bigmem:

```
bsub -R "bigmem" myjob
```

Jobs will not be submitted to the host with the bigmem resource unless the command uses the **-R** option to explicitly specify **"bigmem"**.

To configure an exclusive resource, first define a static Boolean resource in `lsf.shared`. For example:

```
Begin Resource
...
bigmem Boolean () ()
End Resource
```

Assign the resource to a host in the Host section of `lsf.cluster.cluster_name` for static hosts or **LSF_LOCAL_RESOURCES** for dynamic hosts. Prefix the resource name with an exclamation mark (!) to indicate that the resource is exclusive to the host. For example:

```
Begin Host
HOSTNAME   model  type  server r1m pg tmp RESOURCES       RUNWINDOW
...
hostE      !      !     1      3.5 () ()  (linux !bigmem) ()
...
End Host

LSF_LOCAL_RESOURCES="[resource linux] [!bigmem]"
```

Strict syntax for resource requirement selection strings:
When LSF_STRICT_RESREQ=Y is configured in `lsf.conf`, resource requirement strings in select sections must conform to a more strict syntax. The strict resource requirement syntax only applies to the select section. It does not apply to the other resource requirement sections (order, rusage, same, span, or cu). When LSF_STRICT_RESREQ=Y in `lsf.conf`, LSF rejects resource requirement strings where an rusage section contains a non-consumable resource.

Strict select string syntax usage notes

The strict syntax is case-sensitive.

Boolean variables, such as fs, hpux, cs, can only be computed with the following operators

```
&& || !
```

String variables, such as type, can only be computed with the following operators:

```
= == != < > <= >=
```

For function calls, blanks between the parentheses "( )" and the resource name are not valid. For example, the following is not correct:

```
defined(   mg   )
```

Multiple logical NOT operators (!) are not valid. For example, the following is not correct:

```
!!mg
```

The following resource requirement is valid:

```
!(!mg)
```

At least one blank space must separate each section. For example, the following are correct:

```
type==any rusage[mem=1024]
select[type==any] rusage[mem=1024]
select[type==any]rusage[mem=1024]
```

but the following is not correct:

```
type==anyrusage[mem=1024]
```

Only a single select section is supported by the stricter syntax. The following is not supported in the same resource requirement string:

```
select[mem>0] select[maxmem>0]
```

Escape characters (like '\n') are not supported in string literals.

A colon (:) is not allowed inside the select string. For example, `select[mg:bigmem]` is not correct.

inf and nan can be used as resource names or part of a resource name.

Single or double quotes are only supported around the whole resource requirement string, not within the square brackets containing the selection string. For example, in `lsb.queues`, `RES_REQ='swp>100'` and `RES_REQ="swp>100"` are correct. Neither `RES_REQ=select['swp>100']` nor `RES_REQ=select["swp>100"]` are supported.

The following are correct **bsub** command-level resource requirements:

- `bsub -R "'swp>100'"`
- `bsub -R '"swp>100"'`

The following are not correct:

- `bsub -R "select['swp>100']"`
- `bsub -R 'select["swp>100"]'`

Some incorrect resource requirements are no longer silently ignored. For example, when LSF_STRICT_RESREQ=Y is configured in `lsf.conf`, the following are rejected by the resource requirement parser:

- `microcs73` is rejected:

  ```
  linux rusage[mem=16000] microcs73
  ```

- `select[AMD64]` is rejected:

  ```
  mem < 16384 && select[AMD64]
  ```

- `linux` is rejected:

  ```
  rusage[mem=2000] linux
  ```

- Using a colon (:) to separate select conditions, such as `linux:qscw`.
- The restricted syntax of resource requirement select strings that are described in the `lsfintro`(1) man page is not supported.

Explicit and implicit select sections

An explicit select section starts from the section keyword and ends at the begin of next section, for example: the select section is `select[selection_string]`. An implicit select section starts from the first letter of the resource requirement string and ends at the end of the string if there are no other resource requirement sections. If the resource requirement has other sections, the implicit select section ends before the first letter of the first section following the selection string.

All explicit sections must begin with a section keywords (select, order, span rusage, or same). The resource requirement content is contained by square brackets ([) and (]).

An implicit select section must be the first resource requirement string in the whole resource requirement specification. Explicit select sections can appear after other sections. A resource requirement string can have only one select section (either an explicit select section or an implicit select section). A section with an incorrect keyword name is not a valid section.

An implicit select section must have the same format as the content of an explicit select section. For example, the following commands are correct:

- `bsub -R "select[swp>15] rusage[mem=100]" myjob`
- `bsub -R "swp > 15 rusage[mem=100]" myjob`
- `bsub -R "rusage[mem=100] select[swp >15]" myjob`

Examples

The following examples illustrate some correct resource requirement select string syntax.

- `bsub -R "(r15s * 2 + r15m) < 3.0 && !(type == IBMAIX4) || fs" myjob`
- If swap space is equal to 0, the following means TRUE; if swap space is not equal to 0, it means FALSE:
  `bsub -R "!swp" myjob`
- Select hosts of the same type as the host submitting the job:
  `bsub -R "type == local" myjob`
- Select hosts that are not the same type as the host submitting the job:
  `bsub -R "type != local" myjob`
- `bsub -R "r15s < 1.0 || model ==local && swp <= 10" myjob`
  Since && has a higher priority than `||`, this example means:
  `r15s < 1.0 || (model == local  && swp <=10)`
- This example has different meaning from the previous example:
  `bsub -R "(r15s < 1.0 || model == local) && swp <= 10" myjob`
  This example means:
  `(r15s < 1.0 || model == local) && swp <= 10`

Check resource requirement syntax

Use the BSUB_CHK_RESREQ environment variable to check the compatibility of your existing resource requirement select strings against the stricter syntax enabled by LSF_STRICT_RESREQ=Y in `lsf.conf`.

Set the BSUB_CHK_RESREQ environment variable to any value enable **bsub** to check the syntax of the resource requirement selection string without actually submitting the job for scheduling and dispatch. LSF_STRICT_RESREQ does not need to be set to check the resource requirement selection string syntax.

bsub only checks the select section of the resource requirement. Other sections in the resource requirement string are not checked.

If resource requirement checking detects syntax errors in the selection string, **bsub** returns an error message. For example:

```
bsub -R "select[type==local] select[hname=abc]" sleep 10
Error near "select": duplicate section. Job not submitted.
echo $?
255
```

If no errors are found, **bsub** returns a successful message and exit code zero. For example:

```
env | grep BSUB_CHK_RESREQ
BSUB_CHK_RESREQ=1
bsub -R "select[type==local]" sleep 10
Resource requirement string is valid.
echo $?
0
```

If BSUB_CHK_RESREQ is set, but you do not specify `-R`, LSF treats it as empty resource requirement. For example:

```
bsub sleep 120
Resource requirement string is valid.
echo $?
0
```

Resizable jobs:
Resize allocation requests are scheduled using hosts as determined by the select expression of the merged resource requirement. For example, to run an autoresizable job on 1-100 slots, but only on hosts of type X86_64, the following job submission specifies this resource request:

```
bsub -ar -app <appplicaion_file> -n "1,100" -R "rusage[swp=100,license=1]" myjob
```

Every time the job grows in slots, slots are requested on hosts of the specified type.

Note:

Resizable jobs cannot have compound or alternative resource requirements.

Order string

The order string allows the selected hosts to be sorted according to the values of resources. The values of r15s, r1m, and r15m used for sorting are the normalized load indices that are returned by **lsload -N**.

The order string is used for host sorting and selection. The ordering begins with the rightmost index in the order string and proceeds from right to left. The hosts are sorted into order based on each load index, and if more hosts are available than were requested, the LIM drops the least desirable hosts according to that index. The remaining hosts are then sorted by the next index.

After the hosts are sorted by the leftmost index in the order string, the final phase of sorting orders the hosts according to their status, with hosts that are currently not available for load sharing (that is, not in the ok state) listed at the end.

Because the hosts are sorted again for each load index, only the host status and the leftmost index in the order string actually affect the order in which hosts are listed. The other indices are only used to drop undesirable hosts from the list.

When sorting is done on each index, the direction in which the hosts are sorted (increasing versus decreasing values) is determined by the default order returned by **lsinfo** for that index. This direction is chosen such that after sorting, by default, the hosts are ordered from best to worst on that index.

When used with a cu string, the preferred compute unit order takes precedence. Within each compute unit hosts are ordered according to the order string requirements.

Syntax

`[!] [-]resource_name [:[-]resource_name]...`

You can specify any built-in or external load index or static resource.

The syntax **!** sorts the candidate hosts. It applies to the entire `order []` section. After candidate hosts are selected and sorted initially, they are sorted again before a job is scheduled by all plug-ins. **!** is the first character in the merged `order []` string if you specify it.

! only works with consumable resources because resources can be specified in the `order []` section and their value may be changed in schedule cycle (for example, slot or memory). For the scheduler, slots in RUN, SSUSP, USUP and RSV may become free in different scheduling phases. Therefore, the slot value may change in different scheduling cycles.

Using slots to order candidate hosts may not always improve the utilization of whole cluster. The utilization of the cluster depends on many factors.

When an index name is preceded by a minus sign '-', the sorting order is reversed so that hosts are ordered from worst to best on that index.

In the following example, LSF first tries to pack jobs on to hosts with the least slots. Three serial jobs and one parallel job are submitted.

```
HOST_NAME STATUS JL/U MAX NJOBS RUN SSUSP USUSP RSV

hostA ok - 4 0 0 0 0 0

hostB ok - 4 0 0 0 0 0
```

The three serial jobs are submitted:

- `bsub -R "order[-slots]" job1`
- `bsub -R "order[-slots]" job2`
- `bsub -R "order[-slots]" job3`

The parallel job is submitted:

- `bsub -n 4 -R "order[-slots] span[hosts=1]" sleep 1000`

The serial jobs are dispatched to one host (hostA). The parallel job is dispatched to another host.

Change the global LSF default sorting order

You can change the global LSF system default sorting order of resource requirements so the scheduler can find the right candidate host. This makes it easier to maintain a single global default order instead of having to set a default order in the `lsb.queues` file for every queue defined in the system. You can also specify a default order to replace the default sorting value of `r15s:pg`, which could impact performance in large scale clusters.

To set the default order, you can use the **DEFAULT_RESREQ_ORDER** parameter in `lsb.params`. For example, you can pack jobs onto hosts with the fewest free slots by setting **DEFAULT_RESREQ_ORDER**=`-slots:-maxslots`. This will dispatch jobs to the host with the fewest free slots and secondly to hosts with the smallest number of jobs slots defined (MXJ). This will leave larger blocks of free slots on the hosts with larger MXJ (if the slot utilization in the cluster is not too high).

Commands with the –R parameter (such as **bhosts**, **bmod** and **bsub**) will use the default order defined in **DEFAULT_RESREQ_ORDER** for scheduling if no order is specified in the command.

To change the system default sorting order:

1. Configure the **DEFAULT_RESREQ_ORDER** in `lsb.params`.
2. Run **badmin reconfig** to have the changes take effect.
3. Optional: Run **bparams -a | grep ORDER** to verify that the parameter was set. Output similar to that shown in the following example appears:

   ```
   DEFAULT_RESREQ_ORDER = r15m:it
   ```
4. Submit your job.
5. When you check the output, you can see the sort order for the resource requirements in the `RESOURCE REQUIREMENT DETAILS` section:

   ```
   bjobs -l 422
   Job <422>, User <lsfadmin>, Project <default>
   Status <DONE>, Queue <normal>, Command <sleep1>
   Fri Jan 18 13:29:35: Submitted from hostA, CWD
                        <home/admin/lsf/conf/lsbatch/LSF/configdir>;
   Fri Jan 18 13:29:37: Started on <hostA>, Execution Home </home/lsfadmin>,
   Execution CWD </home/admin/lsf/conf/lsbatch/LSF/configdir>;
   Fri Jan 18 13:29:44: Done successfully. The CPU time used is 0.0 seconds.

     MEMORY USAGE:
     MAX MEM: 3 Mbytes;  AVG MEM: 3 Mbytes

     SCHEDULING PARAMETERS:
              r15s   r1m  r15m   ut      pg    io   ls    it    tmp    swp   mem
   loadSched   -     -     -     -       -     -    -     -     -      -      -
   loadStop    -     -     -     -       -     -    -     -     -      -      -

   RESOURCE REQUIREMENT DETAILS:
   Combined: select[type == local] order[r15m:it]
   Effective: select[type == local] order[r15m:it]
   ```

When changing the value for **DEFAULT_RESREQ_ORDER**, note the following:

- For job scheduling, there are three levels at which you can sort resources from the order section: job-level, application-level and queue-level. The sort order for resource requirements defined at the job level overwrites those defined at the

application level or queue level. The sort order for resource requirements defined at the application level overwrites those defined at the queue level. If no sort order is defined at any level, **mbschd** uses the value of **DEFAULT_RESREQ_ORDER** when scheduling the job.

- You should only sort by one or two resources since it may take longer to sort with more.
- Once the job is running, you cannot redefine the sort order. However, you can still change it while the job is in PEND state.
- For MultiCluster forward and MultiCluster lease modes, the **DEFAULT_RESREQ_ORDER** value for each local cluster is used.
- If you change **DEFAULT_RESREQ_ORDER** then requeue a running job, the job will use the new **DEFAULT_RESREQ_ORDER** value for scheduling.

Specify multiple -R options

bsub accepts multiple `-R` options for the order section.

Restriction:

Compound resource requirements do not support multiple `-R` options.

You can specify multiple resource requirement strings instead of using the && operator. For example:

```
bsub -R "order[r15m]" -R "order[ut]"
```

LSF merges the multiple `-R` options into one string and dispatches the job if all of the resource requirements can be met. By allowing multiple resource requirement strings and automatically merging them into one string, LSF simplifies the use of multiple layers of wrapper scripts. The number of `-R` option sections is unlimited.

Default

The default sorting order is r15s:pg (except for **lslogin**(1): **ls:r1m**).

```
swp:r1m:tmp:r15s
```

Resizable jobs

The order in which hosts are considered for resize allocation requests is determined by the order expression of the job. For example, to run an autoresizable job on 1-100 slots, preferring hosts with larger memory, the following job submission specifies this resource request:

```
bsub -ar -app <appplicaion_file> -n "1,100" -R "rusage[swp=100,license=1]" myjob
```

When slots on multiple hosts become available simultaneously, hosts with larger available memory get preference when the job adds slots.

Note:

Resizable jobs cannot have compound or alternative resource requirements.

Reordering hosts

You can reorder hosts using the `order[! ]` syntax.

Suppose host h1 exists in a cluster and has 110 units of a consumable resource 'res' while host h2 has 20 of this resource ('res' can be the new batch built-in resource slots, for example). Assume that these two jobs are pending and being considered by scheduler in same scheduling cycle, and job1 will be scheduled first:

Job1: `bsub -R "maxmem>1000" -R "order[res] rusage[res=100]" -q q1 sleep 10000`

Job2: `bsub -R "mem<1000" -R "order[res] rusage[res=10]" -q q2 sleep 10000`

Early in the scheduling cycle, a candidate host list is built by taking either all hosts in the cluster or the hosts listed in any asked host list (-m) and ordering them by the order section of the resource requirement string. Assume the ordered candidate host lists for the jobs look like this after the ordering:

Job1:`{h1, h7, h4, h10}`

Job2:`{h1, h2}`

This means h1 ends up being the highest 'res' host the candidate host lists of both jobs. In later scheduling only, one by one each job will be allocated hosts to run on and resources from these hosts.

Suppose Job1 is scheduled to land on host h1, and thus will be allocated 100 'res'. Then when Job2 is considered, it too might be scheduled to land on host h1 because its candidate host list still looks the same. That is, it does not take into account the 100 'res' allocated to Job1 within this same scheduling cycle. To resolve this problem, use ! at the beginning of the order section to force the scheduler to re-order candidate host lists for jobs in the later scheduling phase:

Job1: `bsub -R "maxmem>1000" -R "order[!res] rusage[res=100]" -q q1 sleep 10000`

Job2: `bsub -R "mem <1000" -R "order[!res] rusage[res=10]" -q q2 sleep 10000`

The ! forces a reordering of Job2's candidate host list to Job2: {h2, h1} since after Job1 is allocated 100 'res' on h1, h1 will have 10 'res' (110-100) whereas h2 will have 20.

You can combine new batch built-in resources slots/maxslots with both reverse ordering and re-ordering to better ensure that large parallel jobs will have a chance to run later (improved packing). For example:

```
bsub -n 2 -R "order[!-slots:maxslots]" ...

bsub -n 1 -R "order[!-slots:maxslots]" ...
```

Usage string

This string defines the expected resource usage of the job. It is used to specify resource reservations for jobs, or for mapping jobs on to hosts and adjusting the load when running interactive jobs.

By default, no resources are reserved.

When LSF_STRICT_RESREQ=Y in `lsf.conf`, LSF rejects resource requirement strings where an rusage section contains a non-consumable resource.

Multi-phase resources

Multiple phases within the rusage string allow different time periods to have different memory requirements (load index mem). The duration of all except the last phase must be specified, while decay rates are all optional and are assumed to be 0 if omitted. If the optional final duration is left blank, the final resource requirement applies until the job is finished.

Multi-phase resource reservations cannot include increasing resources, but can specify constant or decreasing resource reservations over multiple periods of time.

Resource reservation limits

Resource requirement reservation limits can be set using the parameter **RESRSV_LIMIT** in `lsb.queues`. Queue-level **RES_REQ** rusage values (set in `lsb.queues`) must be in the range set by **RESRSV_LIMIT**, or the queue-level **RES_REQ** is ignored. Merged **RES_REQ** rusage values from the job and application levels must be in the range of **RESRSV_LIMIT**, or the job is rejected.

When both the **RES_REQ** and **RESRSV_LIMIT** are set in `lsb.queues` for a consumable resource, the queue-level **RES_REQ** no longer acts as a hard limit for the merged **RES_REQ** rusage values from the job and application levels. In this case only the limits set by **RESRSV_LIMIT** must be satisfied, and the queue-level **RES_REQ** acts as a default value.

Batch jobs:
The resource usage (rusage) section can be specified at the job level, with the queue configuration parameter RES_REQ, or with the application profile parameter RES_REQ.

Basic syntax

```
rusage[usage_string [, usage_string][|| usage_string] ...]
```

where *usage_string* is:

```
load_index=value [:load_index=value]... [:duration=minutes[m]
 | :duration=hourh | :duration=secondss [:decay=0 | :decay=1]]
```

Note: The default unit for duration is "minutes". To use hours or seconds as the unit, append "h" or "s" to the duration value. For example, duration=30 means 30 minutes, as does duration=30m explicitly. Accordingly, duration=30h means 30 hours, and duration=30s means 30 seconds.

The keyword threshold in the rusage section lets you specify a threshold at which the consumed resource must be before an allocation should be made. If the threshold is not satisfied for every host in the cluster, the job becomes pending.

To specify a threshold in the command line, use **bsub -R** to attach a threshold to a resource in the rusage section. For example:

```
bsub -R "rusage[bwidth=1:threshold=5]" sleep 100
```

You can use **bmod -R** to change the content of the rusage section. For example:

```
bmod -R "rusage[bwidth=1:threshold=7]" <job ID>
```

To specify a threshold in the configuration file, Use **RES_REQ** to attach a threshold to a resource in lsb.queues. For example:

```
RES_REQ = rusage[bwidth=1:threshold=5]
```

You can use **RES_REQ** to attach a threshold to a resource in lsb.applications. For example:

```
RES_REQ = rusage[bwidth=1:threshold=5]
```

Multi-phase memory syntax

`rusage[`*multi_usage_string* `[, `*usage_string*`]...]`

where *multi_usage_string* is:

`mem=(`*v1* `[`*v2* `... `*vn*`]):[duration=(`*t1* `[`*t2* `... `*tm*`])][:decay=(`*d1* `[`*d2*`... `*dk*`])]`

for `m = n|n-1`. For a single phase (`n=1`), duration is not required.

if `k > m`, `dm+1` to `dk` will be ignored; if `k < m`, `dk+1 =.. = dm = 0`.

usage_string is the same as the basic syntax, for any *load_index* other than mem.

Multi-phase syntax can be used with a single phase memory resource requirement as well as for multiple phases.

Multi-phase resource reservations cannot increase over time. A job submission with increasing resource reservations from one phase to the next will be rejected. For example:

```
bsub -R"rusage[mem=(200 300):duration=(2 3)]" myjob
```

specifies an increasing memory reservation from 200 MB to 300 MB. This job will be rejected.

Tip:

When a multi-phase mem resource requirement is being used, duration can be specified separately for single-phase resources.

Load index

Internal and external load indices are considered in the resource usage string. The resource value represents the initial reserved amount of the resource.

Duration

The duration is the time period within which the specified resources should be reserved. Specify a duration equal to or greater than the ELIM updating interval.

- If the value is followed by the letter s, m, or h, the specified time is measured in seconds, minutes, or hours respectively.
- By default, duration is specified in minutes.

  For example, the following specify a duration of 1 hour for multi-phase syntax:
  - `duration=(60)`
  - `duration=(1h)`
  - `duration=(3600s)`

For example, the following specify a duration of 1 hour for single-phase syntax:

- `duration=60`
- `duration=1h`
- `duration=3600s`

Tip:

Duration is not supported for static shared resources. If the shared resource is defined in an lsb.resources Limit section, then duration is not applied.

Decay

The decay value indicates how the reserved amount should decrease over the duration.

- A value of 1 indicates that system should linearly decrease the amount reserved over the duration.
- A value of 0 causes the total amount to be reserved for the entire duration.

Values other than 0 or 1 are unsupported, and are taken as the default value of 0. If duration is not specified, decay value is ignored.

Tip:

Decay is not supported for static shared resources. If the shared resource is defined in an lsb.resources Limit section, then decay is not applied.

Default

If a resource or its value is not specified, the default is not to reserve that resource. If duration is not specified, the default is to reserve the total amount for the lifetime of the job. (The default decay value is 0.)

Example

```
rusage[mem=50:duration=100:decay=1]
```

This example indicates that 50 MB memory should be reserved for the job. As the job runs, the amount reserved will decrease at approximately 0.5 MB per minute until the 100 minutes is up.

How simple queue-level and job-level rusage sections are resolved

Job-level rusage overrides the queue level specification:

- For internal load indices (r15s, r1m, r15m, ut, pg, io, ls, it, tmp, swp, and mem), the job-level value cannot be larger than the queue-level value (unless the limit parameter **RESRSV_LIMIT** is being used as a maximum instead of the queue-level value).
- For external load indices, the job-level rusage can be larger than the queue-level requirements.
- For duration, the job-level value of internal and external load indices cannot be larger than the queue-level value.
- For multi-phase simple rusage sections:
  - For internal load indices (r15s, r1m, r15m, ut, pg, io, ls, it, tmp, swp, and mem), the first phase of the job-level value cannot be larger than the first

phase of the queue-level value (unless the limit parameter **RESRSV_LIMIT** is being used as a maximum instead of the queue-level value).

– For duration and decay, if either job-level or queue-level is multi-phase, the job-level value will take precedence.

How simple queue-level and job-level rusage sections are merged:
When both job-level and queue-level rusage sections are defined, the rusage section defined for the job overrides the rusage section defined in the queue. The two rusage definitions are merged, with the job-level rusage taking precedence. For example:

Example 1

Given a RES_REQ definition in a queue:

```
RES_REQ = rusage[mem=200:lic=1] ...
```

and job submission:

```
bsub -R "rusage[mem=100]" ...
```

The resulting requirement for the job is

```
rusage[mem=100:lic=1]
```

where `mem=100` specified by the job overrides `mem=200` specified by the queue. However, `lic=1` from queue is kept, since job does not specify it.

Example 2

For the following queue-level RES_REQ (decay and duration defined):

```
RES_REQ = rusage[mem=200:duration=20:decay=1] ...
```

and job submission (no decay or duration):

```
bsub -R "rusage[mem=100]" ...
```

The resulting requirement for the job is:

```
rusage[mem=100:duration=20:decay=1]
```

Queue-level duration and decay are merged with the job-level specification, and `mem=100` for the job overrides `mem=200` specified by the queue. However, `duration=20` and `decay=1` from queue are kept, since job does not specify them.

rusage in application profiles:
See “Resource requirements” on page 436 for information about how resource requirements in application profiles are resolved with queue-level and job-level resource requirements.

How simple queue-level rusage sections are merged with compound rusage sections:
When simple queue-level and compound application-level or job-level rusage sections are defined, the two rusage definitions are merged. If a job-level resource requirement (simple or compound) is defined, the application level is ignored and the job-level and queue-level sections merge. If no job-level resource requirement is defined, the application-level and queue-level merge.

When a compound resource requirement merges with a simple resource requirement from the queue-level, the behavior depends on whether the queue-level requirements are job-based or not.

Example 1

Job-based simple queue-level requirements apply to the first term of the merged compound requirements. For example:

Given a **RES_REQ** definition for a queue which refers to a job-based resource:

```
RES_REQ = rusage[lic=1] ...
```

and job submission resource requirement:

```
bsub -R "2*{rusage[mem=100] ...} + 4*{[mem=200:duration=20:decay=1] ...}"
```

The resulting requirement for the job is

```
bsub -R "2*{rusage[mem=100:lic=1] ...} + 4*{rusage[mem=200:duration=20:decay=1] ...}"
```

The job-based resource `lic=1` from queue is added to the first term only, since it is job-based and wasn't included the job-level requirement.

Example 2

Host-based or slot-based simple queue-level requirements apply to all terms of the merged compound requirements. For example:

For the following queue-level RES_REQ which does not include job-based resources:

```
RES_REQ = rusage[mem=200:duration=20:decay=1] ...
```

and job submission:

```
bsub -R "2*{rusage[mem=100] ...} + 4*{rusage[lic=1] ...}"
```

The resulting requirement for the job is:

```
2*{rusage[mem=100:duration=20:decay=1] ...} + 4*{rusage[lic=1:mem=200:duration=20:decay=1] ...}
```

Where `duration=20` and `decay=1` from queue are kept, since job does not specify them in any term. In the first term `mem=100` from the job is kept; in the second term `mem=200` from the queue is used since it wasn't specified by the job resource requirement.

Specify multiple -R options:
bsub accepts multiple `-R` options for the rusage section.

Restriction:

Compound resource requirements do not support multiple `-R` options. Multi-phase rusage strings do not support multiple `-R` options.

You can specify multiple resource requirement strings instead of using the && operator. For example:

```
bsub -R "rusage[mem=100]" -R "rusage[tmp=50:duration=60]"
```

LSF merges the multiple `-R` options into one string and dispatches the job if all of the resource requirements can be met. By allowing multiple resource requirement strings and automatically merging them into one string, LSF simplifies the use of multiple layers of wrapper scripts.

The number of -R option sections is unlimited.

Comma-separated multiple resource requirements within one rusage string is supported. For example:

```
bsub -R "rusage[mem=20]" -R "rusage[mem=10||mem=10]" myjob
```

A given load index cannot appear more than once in the resource usage string.

Specify alternative usage strings:
If you use more than one version of an application, you can specify the version you prefer to use together with a legacy version you can use if the preferred version is not available. Use the OR (||) expression to separate the different usage strings that define your alternative resources.

Job-level resource requirement specifications that use the || operator are merged with other rusage requirements defined at the application and queue levels.

Note:

Alternative rusage strings cannot be submitted with compound resource requirements.

How LSF merges rusage strings that contain the || operator:
The following examples show how LSF merges job-level and queue-level rusage strings that contain the || operator.

Queue level RES_REQ=rusage...	Job level bsub -R "rusage ...	Resulting rusage string
[mem=200:duration=180]	[w1=1 || w2=1 || w3=1]"	[w1=1, mem=200:duration=180 || w2=1, mem=200:duration=180 || w3=1, mem=200:duration=180]
[w1=1 || w2=1 || w3=1]	[mem=200:duration=180]"	[mem=200:duration=180, w1=1 || mem=200:duration=180, w2=1 || mem=200:duration=180, w3=1]

Note:

Alternative rusage strings cannot be submitted with compound resource requirements.

Non-batch environments:
Resource reservation is only available for batch jobs. If you run jobs using only LSF Base, such as through **lsrun**, LIM uses resource usage to determine the placement of jobs. Resource usage requests are used to temporarily increase the load so that a host is not overloaded. When LIM makes a placement advice, external load indices are not considered in the resource usage string. In this case, the syntax of the resource usage string is

```
res[=value]:res[=value]: ... :res[=value]
```

res is one of the resources whose value is returned by the lsload command.

```
rusage[r1m=0.5:mem=20:swp=40]
```

The preceding example indicates that the task is expected to increase the 1-minute run queue length by 0.5, consume 20 MB of memory and 40 MB of swap space.

If no value is specified, the task is assumed to be intensive in using that resource. In this case no more than one task will be assigned to a host regardless of how many CPUs it has.

The default resource usage for a task is `r15s=1.0:r1m=1.0:r15m=1.0`. This indicates a CPU-intensive task which consumes few other resources.

Resizable jobs:
Unlike the other components of a resource requirement string that only pertain to adding additional slots to a running job, rusage resource requirement strings affect the resource usage when slots are removed from the job as well.

When adding or removing slots from a running job:

- The amount of *slot-based* resources added to or removed from the job allocation is proportional to the change in the number of slots
- The amount of *job-based* resources is not affected by a change in the number of slots
- The amount of each *host-based* resource is proportional to the change in the number of hosts

When using multi-phase resource reservation, the job allocation is based on the phase of the resource reservation.

Note:

Resizable jobs cannot have compound resource requirements.

Duration and decay of rusage

Duration and decay of resource usage and the `||` operator affect resource allocation.

Duration or decay of a resource in the rusage expression is ignored when scheduling the job for the additional slots.

Once the resize operation is done, if the job has been running less than 300 seconds then additional memory will be reserved only until the job has run for 300 seconds. If the job has been running for more than 300 seconds when the job is resized, no additional memory is reserved. The behavior is similar for decay.

The `||` operator lets you specify multiple alternative rusage strings, one of which is used when dispatching the job. You cannot use **bmod** to change rusage to a new one with a `||` operator after the job has been dispatched

For job resize, when the `||` operator is used, the resize request uses the rusage expression that was originally used to dispatch the job. If the rusage expression has been modified since the job started, the resize request is scheduled using the new single rusage expression.

Example 1

You want to run an autoresizable job such that every slot occupied by the job reserves 100 MB of swap space. In this case, swp is a slot-based resource (RESOURCE_RESERVE_PER_SLOT=Y in `lsb.params`). Each additional slot that is

allocated to the job should reserve additional swap space. The following job submission specifies this resource request:

```
bsub -ar -app <appplicaion_file> -n "1,100" -R "rusage[swp=100]" myjob
```

Similarly, if you want to release some of the slots from a running job, resources that are reserved by the job are decreased appropriately. For example, for the following job submission:

```
bsub -ar -app <appplicaion_file> -n 100 -R "rusage[swp=50]" myjob
Job <123> is submitted to default queue.
```

you can run **bresize release** to release all the slots from the job on one host:

```
bresize release "hostA" 123
```

The swap space used by the job is reduced by the number of slots used on `hostA` times 50 MB.

Example 2

You have a choice between two versions of an application, each version having different memory and swap space requirements on hosts. If you submit an autoresizable job with the `||` operator, once the job is started using one version of an application, slots added to a job during a resize operation reserve resources depending on which version of the application was originally run. For example, for the following job submission:

```
bsub -n "1,100" -ar -R "rusage[mem=20:app_lic_v201=1 || mem=20:swp=50:app_lic_v15=1]" myjob
```

If the job starts with `app_lic_v15`, each additional slot added in a resize operation reserves 20 MB of memory and 50 MB of swap space.

Span string

A span string specifies the locality of a parallel job. If span is omitted, LSF allocates the required processors for the job from the available set of processors.

Syntax

The span string supports the following syntax:

span[hosts=1]

Indicates that all the processors allocated to this job must be on the same host.

span[block=value]

For parallel jobs, LSF will allocate slots to the job based on block size. LSF tries to pack as many blocks on one host as possible, then goes to next one. Each host is only checked once.

span[ptile=*value*]

Indicates the number of processors on each host that should be allocated to the job, where *value* is one of the following:

- Default ptile value, specified by *n* processors. In the following example, the job requests 4 processors on each available host, regardless of how many processors the host has:

  ```
  span[ptile=4]
  ```

- Predefined ptile value, specified by '!'. The following example uses the predefined maximum job slot limit `lsb.hosts` (MXJ per host type/model) as its value:

```
span[ptile='!']
```

Tip:

If the host type/model does not define MXJ, the default predefined ptile value is 1.

Restriction:

Under bash 3.0, the exclamation mark (!) is not interpreted correctly by the shell. To use predefined ptile value (ptile='!'), use the +H option to disable '!' style history substitution in bash (sh +H).

- Predefined ptile value with optional multiple ptile values, per host type or host model:
  - For host type, you must specify `same[type]` in the resource requirement. In the following example, the job requests 8 processors on a host of type `HP`, and 2 processors on a host of type `LINUX`, and the predefined maximum job slot limit in `lsb.hosts` (MXJ) for other host types:

    ```
    span[ptile='!',HP:8,LINUX:2] same[type]
    ```
  - For host model, you must specify `same[model]` in the resource requirement. In the following example, the job requests 4 processors on hosts of model `PC1133`, and 2 processors on hosts of model PC233, and the predefined maximum job slot limit in `lsb.hosts` (MXJ) for other host models:

    ```
    span[ptile='!',PC1133:4,PC233:2] same[model]
    ```

span[hosts=-1]

Disables span setting in the queue. LSF allocates the required processors for the job from the available set of processors.

Resizable jobs

For resource requirements with span[hosts=1], a resize request is limited to slots on the first-execution host of the job. This behavior eliminates the ambiguities that arise when the span expression is modified from the time that the job was originally dispatched.

For span[ptile=n], the job will be allocated exactly *n* slots on some number of hosts, and a number between 1 and *n* slots (inclusive) on one host. This is true even if a range of slots is requested. For example, for the following job submission:

```
bsub -n "1,20" -R "span[ptile=2]" sleep 10000
```

This special span behavior does not only apply to resize requests. It applies to resizable jobs only when the original allocation is made, and in making additional resize allocations.

If every host has only a single slot available, the job is allocated one slot.

Resize requests with partially filled hosts are handled so that LSF does not choose any slots on hosts already occupied by the job. For example, it is common to use the ptile feature with span[ptile=1] to schedule exclusive jobs.

For a resizable job (auto-resizable or otherwise) with a range of slots requested and span[ptile=n], whenever the job is allocated slots, it will receive either of the following:

- The maximum number of slots requested, comprising *n* slots on each of a number of hosts, and between 0 and *n*-1 (inclusive) slots on one host
- *n* slots on each of a number of hosts, summing to some value less than the maximum

For example, if a job requests between 1 and 14 additional slots, and `span[ptile=4]` is part of the job resource requirement string, when additional slots are allocated to the job, the job receives either of the following:

- 14 slots, with 2 slots on one host and 4 slots on each of 3 hosts
- 4, 8 or 12 slots, such that 4 slots are allocated per host of the allocation

Note:

Resizable jobs cannot have compound resource requirements.

Example

When running a parallel exclusive job, it is often desirable to specify `span[ptile=1]` so that the job is allocated at most one slot on each host. For an autoresizable job, new slots are allocated on hosts not already used by the job. The following job submission specifies this resource request:

```
bsub -x -ar -app <appplicaion_file> -n "1,100" -R "span[ptile=1]" myjob
```

When additional slots are allocated to a running job, the slots will be on new hosts, not already occupied by the job.

Block Scheduling

For applications that are not especially sensitive to network latency, or where you prefer to get throughput, you can allocate slots for a parallel job with a specific block size. The applications specified by the job may be running as threaded processes on groups of `n` cores, but using MPI applications or other socket connections between blocks. LSF will allocate slots to the job based on block size. LSF tries to pack as many blocks on one host as possible, then goes to next one. Each host is only checked once. It does not matter which host contains the slot blocks. The job can start as soon as any previous job is complete.

In the illustration below, for example, each color represents a different job. There are four 16 way jobs:

Node 1	Node 2	Node 3	Node4
4 cores	4 cores	4 cores	4 cores
4 cores	4 cores	4 cores	4 cores
4 cores	4 cores	4 cores	4 cores
4 cores	4 cores	4 cores	4 cores

For **bsub -n 16** and block=4, only 4 x 4 slot blocks are necessary. It does not matter which host contains the slot blocks. The job can start as soon as any previous job is complete.

This packing policy is supported by the keyword block ("span[block=value]") in the span section of the resource requirement string. "span[block=value]" can also be configured in the **RES_REQ** parameter in lsb.queues and lsb.applications.

When a block size is specified for a job, LSF allocates only a multiple of the block size for the job. For example, for jobs with block size = 4:

- **bsub -n 2,13**: 4, 8 or 12 slots are allocated to the job (in blocks of size 4).
- **bsub -n 5**: The job is rejected.
- **bsub -n 9,10**: The job is rejected.
- **bsub -n 2,3**: The job is rejected.
- **bsub -n 12**: The job is accept, and allocates 3 blocks of size 4.
- **bsub -n 2**: The job is rejected.
- **bsub -n 3**: The job is rejected.

The minimum value in -n min,max is silently changed to a multiple of the block. For example:

```
bsub -n 2,8 -R span[block=4] sleep 1d
```

is changed to:

```
bsub -n 4,8 -R span[block=4] sleep 1d
```

LSF tries to pack as many blocks in to one host as possible, then goes to the next host. For example, assume host1 has 8 slots, and host2 has 8 slots, and host3 also has 8 slots, where 2 slots of each host are consumed by other jobs. For a job with **-n 9 "span[block=3]"**, the allocation will be:

- host1: 6 slots
- host2: 3 slots

The following is an example of how you can display hosts with their static and dynamic resource information, specify a block size and resource requirements for a job, and see the output:

```
bhosts
HOST_NAME  STATUS   JL/U   MAX  NJOBS   RUN  SSUSP  USUSP    RSV
hostA      ok        -     8      0     0      0      0      0
hostB      ok        -     8      0     0      0      0      0
hostC      ok        -     8      0     0      0      0      0
hostD      unavail   -     1      0     0      0      0      0
hostE      ok        -     4      0     0      0      0      0
hostF      ok        -     4      0     0      0      0      0

bsub -n 24 -R "order[slots] span[block=4]" sleep 1d
Job <418> is submitted to default queue <normal>.

bjobs
JOBID  USER  STAT  QUEUE  FROM_HOST  EXEC_HOST  JOB_NAME  SUBMIT_TIME
418    user1 RUN   normal hostE      8*hostC    sleep 1d  Sep  4 21:36
                                     8*hostB    sleep 1d  Sep  4 21:36
                                     8*hostA    sleep 1d  Sep  4 21:36

bhosts
HOST_NAME  STATUS    JL/U   MAX  NJOBS   RUN  SSUSP  USUSP   RSV
```

```
hostA      closed     -     8      8     8      0      0     0
hostB      closed     -     8      8     8      0      0     0
hostC      closed     -     8      8     8      0      0     0
hostD      unavail    -     1      0     0      0      0     0
hostE      ok         -     4      0     0      0      0     0
hostF      ok         -     4      0     0      0      0     0
```

The following are some additional examples of how you can use "span[block=value]" when submitting a job with resource requirements:

- To specify a predefined block value, per host type or host model, using !:

  ```
  bsub -n "2,10" –R "span[block='!'] same[type]" myjob
  ```

- To specify a predefined block value with optional multiple block values, per host type or host model:

  ```
  bsub -n "2,10" –R "span[block='!',HP:8,SGI:8,LINUX:2] same[type]" myjob
  ```

  If the host type/model does not define MXJ, the default predefined block value is 1.

"span[block=value]" can be displayed by **bjobs -l**, **bhist -l**, **bqueues -l**, **bapp -l** and **bacct -l**.

When using the block scheduling feature, note the following:

- For Queue Host Limit (**HOSTLIMIT_PER_JOB**), **mbatchd** will not reject a job with block=x because the exact number of allocated hosts can only be obtained during scheduling.
- "span[block=value]" and "span[ptile=value]" cannot be specified at the same time. "span[block=value]" and "span[host=value]" also cannot be specified at the same time because span cannot accept more than one criteria and multiple -R does not support multiple span definitions.
- In MultiCluster forwarding model, job with block=x can not be forwarded to a remote cluster which has a version prior to 9.1.2. In MultiCluster leasing model, job with block=x can not be allocated to hosts leased from a remote cluster with a version prior to 9.1.2.

Same string

Tip:

You must have the parallel batch job scheduler plugin installed in order to use the same string.

Parallel jobs run on multiple hosts. If your cluster has heterogeneous hosts, some processes from a parallel job may for example, run on Solaris. However, for performance reasons you may want all processes of a job to run on the same type of host instead of having some processes run on one type of host and others on another type of host.

The *same* string specifies that all processes of a parallel job must run on hosts with the same resource.

You can specify the *same* string:

- At the job level in the resource requirement string of:
  - **bsub**
  - **bmod**
- At the queue level in lsb.queues in the RES_REQ parameter.

When queue-level, application-level, and job-level same sections are defined, LSF combines requirements to allocate processors.

Syntax

resource_name[:*resource_name*]...

You can specify any static resource.

For example, if you specify `resource1:resource2`, if hosts always have both resources, the string is interpreted as allocate processors only on hosts that have the same value for `resource1` and the same value for `resource2`.

If hosts do not always have both resources, it is interpreted as allocate processors either on hosts that have the same value for `resource1`, or on hosts that have the same value for `resource2`, or on hosts that have the same value for both `resource1` and `resource2`.

Specify multiple -R options

bsub accepts multiple `-R` options for the same section.

Restriction:

Compound resource requirements do not support multiple `-R` options.

You can specify multiple resource requirement strings instead of using the && operator. For example:

```
bsub -R "same[type]" -R "same[model]"
```

LSF merges the multiple `-R` options into one string and dispatches the job if all of the resource requirements can be met. By allowing multiple resource requirement strings and automatically merging them into one string, LSF simplifies the use of multiple layers of wrapper scripts.

Resizable jobs

The same expression ensures that the resize allocation request is dispatched to hosts that have the same resources as the first-execution host. For example, if the first execution host of a job is SOL7 and the resource requirement string contains `same[type]`, additional slots are allocated to the job on hosts of type SOL7.

Taking the same resource as the first-execution host avoids ambiguities that arise when the original job does not have a same expression defined, or has a different same expression when the resize request is scheduled.

For example, a parallel job may be required to have all slots on hosts of the same type or model for performance reasons. For an autoresizable job, any additional slots given to the job will be on hosts of the same type, model, or resource as those slots originally allocated to the job. The following command submits an autoresizable job such that all slots allocated in a resize operation are allocation on hosts with the same model as the original job:

```
bsub -ar -app <appplicaion_file> -n "1,100" -R "same[model]" myjob
```

Examples

```
bsub -n 4 -R"select[type==any] same[type:model]" myjob
```

Run all parallel processes on the same host type. Allocate 6 processors on the any host type or model as long as all the processors are on the same host type and model.

```
bsub -n 6 -R"select[type==any] same[type:model]" myjob
```

Run all parallel processes on the same host type and model. Allocate 6 processors on any host type or model as long as all the processors are on the same host type and model.

Same string in application profiles

See "Resource requirements" on page 436 for information about how resource requirements in application profiles are resolved with queue-level and job-level resource requirements.

Compute unit string

A cu string specifies the network architecture-based requirements of parallel jobs. cu sections are accepted by **bsub -R**, and by **bmod -R** for non-running jobs.

Compute unit resource requirements are not supported in compound resource requirements.

Syntax

The cu string supports the following syntax:

cu[type=*cu_type***]**

Indicates the type of compute units the job can run on. Types are defined by **COMPUTE_UNIT_TYPES** in `lsb.params`. If type is not specified, the default set by **COMPUTE_UNIT_TYPES** is assumed.

cu[pref=maxavail | minavail | config]

Indicates the compute unit scheduling preference, grouping hosts by compute unit before applying a first-fit algorithm to the sorted hosts. For resource reservation, the default pref=config is always used.

Compute units are ordered as follows:

- config lists compute units in the order they appear in the **ComputeUnit** section of `lsb.hosts`. If pref is not specified, pref=config is assumed.
- maxavail lists compute units with more free slots first. Should compute units have equal numbers of free slots, they appear in the order listed in the **ComputeUnit** section of `lsb.hosts`.
- minavail lists compute units with fewer free slots first. Should compute units have equal numbers of free slots, they appear in the order listed in the **ComputeUnit** section of `lsb.hosts`.

Free slots include all available slots that are not occupied by running jobs.

When pref is used with the keyword balance, balance takes precedence.

Hosts accept jobs separated by the time interval set by **JOB_ACCEPT_INTERVAL** in `lsb.params`; jobs submitted closer together than this interval will run on different hosts regardless of the pref setting.

cu[maxcus=*number*]

Indicates the maximum number of compute units a job can run over. Jobs may be placed over fewer compute units if possible.

When used with `bsub -n` *min*`,` *max* a job is allocated the first combination satisfying both *min* and maxcus, while without maxcus a job is allocated as close to *max* as possible.

cu[usablecuslots=*number*]

Specifies the minimum number of slots a job must use on each compute unit it occupies. *number* is a non-negative integer value.

When more than one compute unit is used by a job, the final compute unit allocated can provide less than *number* slots if less are needed.

usablecuslots and balance cannot be used together.

cu[balance]

Indicates that a job should be split evenly between compute units, with a difference in compute unit slot allocation of at most 1. A balanced allocation spans the fewest compute units possible.

When used with `bsub -n` *min*`,` *max* the value of *max* is disregarded.

balance and usablecuslots cannot be used together.

When balance and pref are both used, balance takes precedence. The keyword pref is only considered if there are multiple balanced allocations spanning the same number of compute units. In this case pref is considered when choosing the allocation.

When balance is used with span[ptile=X] (for `X>1`) a balanced allocation is one split evenly between compute units, with a difference in compute unit host allocation of at most 1.

cu[excl]

Indicates that jobs must use compute units exclusively. Exclusivity applies to the compute unit granularity that is specified by type.

Compute unit exclusivity must be enabled by **EXCLUSIVE=CU**[*cu_type*] in `lsb.queues`.

Resizable jobs

Auto-resizable jobs cannot be submitted with compute unit resource requirements. In the event a **bswitch** call or queue reconfiguration results in an auto-resizable job running in a queue with compute unit resource requirements, the job will no longer be auto-resizable.

Restriction: Increasing resources allocated to resizable jobs with compute unit resource requirements is not supported.

Examples

```
bsub -n 11,60 -R "cu[maxcus=2:type=enclosure]" myjob
```

Spans the fewest possible compute units for a total allocation of at least 11 slots using at most 2 compute units of type enclosure. In contrast, without maxcus:

```
bsub -n 11,60 myjob
```

In this case the job is allocated as close to 60 slots as possible, with a minimum of 11 slots.

```
bsub -n 64 -R "cu[balance:maxcus=4:type=enclosure]" myjob
```

Spans the fewest possible compute units for a balanced allocation of 64 slots using 4 or less compute units of type enclosure. Possible balanced allocations (in order of preference) are:

- 64 slots on 1 enclosure
- 32 slots on 2 enclosures
- 22 slots on 1 enclosure and 21 slots on 2 enclosures
- 16 slots on 4 enclosures

```
bsub -n 64 -R "cu[excl:maxcus=8:usablecuslots=10]" myjob
```

Allocates 64 slots over 8 or less compute units in groups of 10 or more slots per compute unit (with one compute unit possibly using less than 10 slots). The default compute unit type set in **COMPUTE_UNIT_TYPES** is used, and are used exclusively by `myjob`.

```
bsub -n 58 -R "cu[balance:type=rack:usablecuslots=20]" myjob
```

Provides a balanced allocation of 58 slots with at least 20 slots in each compute unit of type rack. Possible allocations are 58 slots in 1 rack or 29 slots in 2 racks.

Jobs submitted with balance requirements choose compute units based on the pref keyword secondarily, as shown in the following examples where `cu1` has 5 available slots and `cu2` has 19 available slots.

```
bsub -n 5 -R "cu[balance:pref=minavail]"
```

Runs the job on compute unit `cu1` where there are the fewest available slots.

```
bsub -n 5 -R "cu[balance:pref=maxavail]"
```

Runs the job on compute unit `cu2` where there are the most available slots. In both cases the job is balanced over the fewest possible compute units.

CU string in application profiles

See “Resource requirements” on page 436 for information about how resource requirements in application profiles are resolved with queue-level and job-level resource requirements.

Affinity string

An *affinity resource requirement* string specifies CPU and memory binding requirements for the tasks of jobs. An `affinity[]` resource requirement section controls CPU and memory resource allocations and specifies the distribution of *processor units* within a host according to the hardware topology information that LSF collects.

affinity sections are accepted by **bsub -R**, and by **bmod -R** for non-running jobs, and can be specified in the **RES_REQ** parameter in lsb.applications and lsb.queues.

Syntax

The affinity string supports the following syntax:

affinity[*pu_type*[**count*] | [*pu_type*(*pu_num*[,*pu_options*])[**count*]] [:*cpubind=numa | socket | core | thread*] [:*membind=localonly | localprefer*] [:*distribute=task_distribution*]]

pu_type[**count*] | [*pu_type*(*pu_num*[,*pu_options*])[**count*]]

Requested processor unit for the job tasks are specified by *pu_type*, which indicates the type and number of processor units the tasks can run on. Processor unit type can be one of numa, socket, core, or thread. *pu_num* specifies the number of processor units for each task.

For compatibility with IBM LoadLeveller, options mcm and cpu are also supported. mcm is an alias for the numa processor unit type, and cpu is an alias for the thread processor unit type.

For example, the following affinity requirement requests 5 cores per task:

```
affinity[core(5)]
```

Further processor unit specification is provided by *pu_options*, which have the following syntax:

same=level[,*exclusive=(level*[,*scope*])]

where:

same=*level*

Controls where processor units are allocated from. Processor unit *level* can be one of numa, socket, core, or thread. The *level* for same must be higher than the specified processor unit type.

For example, the following requests 2 threads from the same core:
affinity[thread(2,same=core)]

"exclusive=(*level***[,***scope* **[| *scope*]])"**

Constrains what level processor units can be allocated exclusively to a job or task. The *level* for exclusive can be one of numa, socket, or core. The *scope* for exclusive can be one of the following, or a combination separated by a logical OR (|):

- intask means that the allocated processor unit cannot be shared by different allocations in the same task.
- injob means that the allocated processor unit cannot be shared by different tasks in the same job.
- alljobs means that the allocated processor unit cannot be shared by different jobs. alljobs scope can only be used if EXCLUSIVE=Yis configured in the queue.

For example, the following requests 2 threads for each task from the same core, exclusively to the socket. No other tasks in the same job can run on the allocated socket (other jobs or tasks from other jobs can run on that socket): affinity[thread(2,same=core,exclusive=(socket,injob))]

Note: EXCLUSIVE=Y or EXCLUSIVE=CU[*cu_type*] must be configured in the queue to enable affinity jobs to use CPUs exclusively, when the `alljobs` scope is specified in the `exclusive` option.

`*count`

Specifies a multiple of processor unit requests. This is convenient for requesting the same processor unit allocation for a number of tasks.

For example, the following affinity request allocates 4 threads per task from 2 cores, 2 threads in each core. The cores must come from different sockets:

```
affinity[thread(2,same=core,exclusive=(socket,intask))*2]
```

`cpubind=numa | socket | core | thread`

Specifies the CPU binding policy for tasks. If the level of `cpubind` is the same as or lower than the specified processor unit type (*pu_type*), the lowest processor unit is used. If the level of `cpubind` is higher than the requested processor type, the entire processor unit containing the allocation is used for CPU binding.

For example:

- `affinity[core(2):cpubind=thread]`

  If the allocated cores are `/0/0/0` and `/0/0/1`, the CPU binding list will contain all threads under `/0/0/0` and `/0/0/1`.
- `affinity[core(2):cpubind=socket]`

  If the allocated cores are `/0/0/0` and `/0/0/1`, the CPU binding list will contain all threads under the socket `/0/0`.

`membind=localonly | localprefer`

Specifies the physical NUMA memory binding policy for tasks.

- `localonly` limits the processes within the policy to allocate memory only from the local NUMA node. Memory is allocated if the available memory is greater than or equal to the memory requested by the task.
- `localprefer` specifies that LSF should try to allocate physical memory from the local NUMA node first. If this is not possible, LSF allocates memory from a remote NUMA node. Memory is allocated if the available memory is greater than zero.

`distribute=`*`task_distribution`*

Specifies how LSF distributes tasks of a submitted job on a host. Specify *task_distribution* according to the following syntax:

`pack | pack(`*`type`***`=1)`**

LSF attempts to pack tasks in the same job on as few processor units as possible, in order to make processor units available for later jobs with the same binding requirements.

`pack(`*`type`*`=1)` forces LSF to pack all tasks for the job into the processor unit specified by *type*, where *type* is one of `numa`, `socket`, `core`, or `thread`. The difference between `pack` and `pack(`*`type`*`=1)` is that LSF will pend the job if `pack(`*`type`*`=1)` cannot be satisfied.

Use pack to allow your application to use memory locality.

For example, a job has the following affinity requirements:

```
bsub -n 6 –R "span[hosts=1] affinity[core(1):distribute=pack]"
```

The job asks for 6 slots, running on an single host. Each slot maps to 1 core, and LSF tries to pack all 6 cores as close as possible on a single NUMA or socket.

The following example packs all job tasks on a single NUMA node:

```
affinity[core(1,exclusive=(socket,injob)):distribute=pack(numa=1)]
```

In this allocation, each task needs 1 core and no other tasks from the same job can allocate CPUs from the same socket. All tasks are packed in the same job on one NUMA node.

balance

LSF attempts to distribute job tasks equally across all processor units. Use balance to make as many processor units available to your job as possible.

any

LSF attempts no job task placement optimization. LSF chooses the first available processor units for task placement.

Examples

```
affinity[core(5,same=numa):cpubind=numa:membind=localonly]
```

Each task requests 5 cores in the same NUMA node and binds the tasks on the NUMA node with memory mandatory binding.

The following binds a multithread job on a single NUMA node:

```
affinity[core(3,same=numa):cpubind=numa:membind=localprefer]
```

The following distributes tasks across sockets:

```
affinity[core(2,same=socket,exclusive=(socket,injob|alljobs)):
cpubind=socket]
```

Each task needs 2 cores from the same socket and binds each task at the socket level. The allocated socket is exclusive - no other tasks can use it.

Affinity string in application profiles and queues

A job-level affinity string section overwrites an application-level section, which overwrites a queue-level section (if a given level is present).

See “Resource requirements” on page 436 for information about how resource requirements in application profiles are resolved with queue-level and job-level resource requirements.

Fairshare Scheduling

To configure any kind of fairshare scheduling, you should understand the following concepts:

- User share assignments
- Dynamic share priority
- Job dispatch order

You can configure fairshare at either host level or queue level. If you require more control, you can implement hierarchical fairshare. You can also set some additional restrictions when you submit a job.

Understand fairshare scheduling

By default, LSF considers jobs for dispatch in the same order as they appear in the queue (which is not necessarily the order in which they are submitted to the queue). This is called first-come, first-served (FCFS) scheduling.

Fairshare scheduling divides the processing power of the LSF cluster among users and queues to provide fair access to resources, so that no user or queue can monopolize the resources of the cluster and no queue will be starved.

If your cluster has many users competing for limited resources, the FCFS policy might not be enough. For example, one user could submit many long jobs at once and monopolize the cluster's resources for a long time, while other users submit urgent jobs that must wait in queues until all the first user's jobs are all done. To prevent this, use fairshare scheduling to control how resources should be shared by competing users.

Fairshare is not necessarily equal share: you can assign a higher priority to the most important users. If there are two users competing for resources, you can:

- Give all the resources to the most important user
- Share the resources so the most important user gets the most resources
- Share the resources so that all users have equal importance

Queue-level vs. host partition fairshare

You can configure fairshare at either the queue level or the host level. However, these types of fairshare scheduling are mutually exclusive. You cannot configure queue-level fairshare and host partition fairshare in the same cluster.

If you want a user's priority in one queue to depend on their activity in another queue, you must use cross-queue fairshare or host-level fairshare.

Fairshare policies

A fairshare policy defines the order in which LSF attempts to place jobs that are in a queue or a host partition. You can have multiple fairshare policies in a cluster, one for every different queue or host partition. You can also configure some queues or host partitions with fairshare scheduling, and leave the rest using FCFS scheduling.

How fairshare scheduling works

Each fairshare policy assigns a fixed number of shares to each user or group. These shares represent a fraction of the resources that are available in the cluster. The most important users or groups are the ones with the most shares. Users who have no shares cannot run jobs in the queue or host partition.

A user's dynamic priority depends on their share assignment, the dynamic priority formula, and the resources their jobs have already consumed.

The order of jobs in the queue is secondary. The most important thing is the dynamic priority of the user who submitted the job. When fairshare scheduling is used, LSF tries to place the first job in the queue that belongs to the user with the highest dynamic priority.

User share assignments

Both queue-level and host partition fairshare use the following syntax to define how shares are assigned to users or user groups.

Syntax

[*user*, *number_shares*]

Enclose each user share assignment in square brackets, as shown. Separate multiple share assignments with a space between each set of square brackets.

user

Specify users of the queue or host partition. You can assign the shares:

- to a single user (specify *user_name*)
- to users in a group, individually (specify *group_name*@) or collectively (specify *group_name*)
- to users not included in any other share assignment, individually (specify the keyword default) or collectively (specify the keyword others)

By default, when resources are assigned collectively to a group, the group members compete for the resources according to FCFS scheduling. You can use hierarchical fairshare to further divide the shares among the group members.

When resources are assigned to members of a group individually, the share assignment is recursive. Members of the group and of all subgroups always compete for the resources according to FCFS scheduling, regardless of hierarchical fairshare policies.

number_shares

Specify a positive integer representing the number of shares of cluster resources assigned to the user.

The number of shares assigned to each user is only meaningful when you compare it to the shares assigned to other users, or to the total number of shares. The total number of shares is just the sum of all the shares assigned in each share assignment.

Examples

```
[User1, 1] [GroupB, 1]
```

Assigns 2 shares: 1 to `User1`, and 1 to be shared by the users in `GroupB`. Each user in `GroupB` has equal importance. `User1` is as important as all the users in `GroupB` put together. In this example, it does not matter if the number of shares is 1, 6 or 600. As long as `User1` and `GroupB` are both assigned the same number of shares, the relationship stays the same.

```
[User1, 10] [GroupB@, 1]
```

If `GroupB` contains 10 users, assigns 20 shares in total: 10 to `User1`, and 1 to each user in `GroupB`. Each user in `GroupB` has equal importance. `User1` is ten times as important as any user in `GroupB`.

```
[User1, 10] [User2, 9] [others, 8]
```

Assigns 27 shares: 10 to `User1`, 9 to `User2`, and 8 to the remaining users, as a group. `User1` is slightly more important than `User2`. Each of the remaining users has equal importance.

- If there are 3 users in total, the single remaining user has all 8 shares, and is almost as important as `User1` and `User2`.
- If there are 12 users in total, then 10 users compete for those 8 shares, and each of them is significantly less important than `User1` and `User2`.

```
[User1, 10] [User2, 6] [default, 4]
```

The relative percentage of shares held by a user will change, depending on the number of users who are granted shares by default.

- If there are 3 users in total, assigns 20 shares: 10 to `User1`, 6 to `User2`, and 4 to the remaining user. `User1` has half of the available resources (10 shares out of 20).
- If there are 12 users in total, assigns 56 shares: 10 to `User1`, 6 to `User2`, and 4 to each of the remaining 10 users. `User1` has about a fifth of the available resources (10 shares out of 56).

Dynamic user priority

LSF calculates a *dynamic user priority* for individual users or for a group, depending on how the shares are assigned. The priority is dynamic because it changes as soon as any variable in formula changes. By default, a user's dynamic priority gradually decreases after a job starts, and the dynamic priority immediately increases when the job finishes.

How LSF calculates dynamic priority

By default, LSF calculates the dynamic priority for each user based on:

- The number of shares assigned to the user
- The resources used by jobs belonging to the user:
  - Number of job slots reserved and in use
  - Run time of running jobs
  - Cumulative actual CPU time (not normalized), adjusted so that recently used CPU time is weighted more heavily than CPU time used in the distant past

If you enable additional functionality, the formula can also involve additional resources used by jobs belonging to the user:

- Decayed run time of running jobs
- Historical run time of finished jobs
- Committed run time, specified at job submission with the **-W** option of **bsub**, or in the queue with the RUNLIMIT parameter in `lsb.queues`
- Memory usage adjustment made by the fairshare plugin (`libfairshareadjust.*`).

How LSF measures fairshare resource usage

LSF measures resource usage differently, depending on the type of fairshare:

- For user-based fairshare:
  - For queue-level fairshare, LSF measures the resource consumption of all the user's jobs in the queue. This means a user's dynamic priority can be different in every queue.
  - For host partition fairshare, LSF measures resource consumption for all the user's jobs that run on hosts in the host partition. This means a user's dynamic priority is the same in every queue that uses hosts in the same partition.

- For queue-based fairshare, LSF measures the resource consumption of all jobs in each queue.

Default dynamic priority formula

By default, LSF calculates dynamic priority according to the following formula:

dynamic priority = *number_shares* / (*cpu_time* * **CPU_TIME_FACTOR** + *run_time* * **RUN_TIME_FACTOR** + (1 + *job_slots*) * **RUN_JOB_FACTOR** + *fairshare_adjustment**FAIRSHARE_ADJUSTMENT_FACTOR**)

Note:

The maximum value of dynamic user priority is 100 times the number of user shares (if the denominator in the calculation is less than 0.01, LSF rounds up to 0.01).

For *cpu_time*, *run_time*, and *job_slots*, LSF uses the total resource consumption of all the jobs in the queue or host partition that belong to the user or group.

number_shares

The number of shares assigned to the user.

cpu_time

The cumulative CPU time used by the user (measured in hours). LSF calculates the cumulative CPU time using the actual (not normalized) CPU time and a decay factor such that 1 hour of recently-used CPU time decays to 0.1 hours after an interval of time specified by HIST_HOURS in `lsb.params` (5 hours by default).

run_time

The total run time of running jobs (measured in hours).

job_slots

The number of job slots reserved and in use.

fairshare_adjustment

The adjustment calculated by the fairshare adjustment plugin (`libfairshareadjust.*`).

Configure the default dynamic priority

You can give additional weight to the various factors in the priority calculation by setting the following parameters for the queue in `lsb.queues` or for the cluster in `lsb.params`. When the queue value is not defined, the cluster-wide value from `lsb.params` is used.

- CPU_TIME_FACTOR
- RUN_TIME_FACTOR
- RUN_JOB_FACTOR
- FAIRSHARE_ADJUSTMENT_FACTOR
- HIST_HOURS

If you modify the parameters used in the dynamic priority formula, it affects every fairshare policy in the cluster.

CPU_TIME_FACTOR

The CPU time weighting factor.

Default: 0.7

RUN_TIME_FACTOR

The run time weighting factor.

Default: 0.7

RUN_JOB_FACTOR

The job slots weighting factor.

Default: 3

FAIRSHARE_ADJUSTMENT_FACTOR

The fairshare plugin (`libfairshareadjust.*`) weighting factor.

Default: 0

HIST_HOURS

Interval for collecting resource consumption history

Default: 5

Customize the dynamic priority

In some cases the dynamic priority equation may require adjustments beyond the run time, cpu time, and job slot dependencies provided by default. The fairshare adjustment plugin is open source and can be customized once you identify specific requirements for dynamic priority.

All information used by the default priority equation (except the user shares) is passed to the fairshare plugin. In addition, the fairshare plugin is provided with current memory use over the entire cluster and the average memory that is allocated to a slot in the cluster.

Note:

If you modify the parameters used in the dynamic priority formula, it affects every fairshare policy in the cluster. The fairshare adjustment plugin (`libfairshareadjust.*`) is not queue-specific. Parameter settings passed to the fairshare adjustment plugin are those defined in `lsb.params`.

Example

Jobs assigned to a single slot on a host can consume host memory to the point that other slots on the hosts are left unusable. The default dynamic priority calculation considers job slots used, but doesn't account for unused job slots effectively blocked by another job.

The fairshare adjustment plugin example code provided by LSF is found in the examples directory of your installation, and implements a memory-based dynamic priority adjustment as follows:

fairshare adjustment= (1+*slots*)*((*used_memory* /*used_slots*)/(*slot_memory**THRESHOLD))

used_slots

The number of job slots in use by started jobs.

used_memory

The total memory in use by started jobs.

slot_memory

The average amount of memory that exists per slot in the cluster.

THRESHOLD

The memory threshold set in the fairshare adjustment plugin.

Use time decay and committed run time

By default, as a job is running, the dynamic priority decreases gradually until the job has finished running, then increases immediately when the job finishes.

In some cases this can interfere with fairshare scheduling if two users who have the same priority and the same number of shares submit jobs at the same time.

To avoid these problems, you can modify the dynamic priority calculation by using one or more of the following weighting factors:

- Run time decay
- Historical run time decay
- Committed run time

Historical run time decay

By default, historical run time does not affect the dynamic priority. You can configure LSF so that the user's dynamic priority increases *gradually* after a job finishes. After a job is finished, its run time is saved as the historical run time of the job and the value can be used in calculating the dynamic priority, the same way LSF considers historical CPU time in calculating priority. LSF applies a decaying algorithm to the historical run time to gradually increase the dynamic priority over time after a job finishes.

Configure historical run time:
Specify ENABLE_HIST_RUN_TIME=Y for the queue in `lsb.queues` or for the cluster in `lsb.params`.
Historical run time is added to the calculation of the dynamic priority so that the formula becomes the following:

```
dynamic priority = number_shares / (cpu_time * CPU_TIME_FACTOR +
(historical_run_time + run_time) * RUN_TIME_FACTOR
+ (1 + job_slots) * RUN_JOB_FACTOR
+ fairshare_adjustment(struct*shareAdjustPair)*FAIRSHARE_ADJUSTMENT_FACTOR)
```

historical_run_time—(measured in hours) of finished jobs accumulated in the user's share account file. LSF calculates the historical run time using the actual run time of finished jobs and a decay factor such that 1 hour of recently-used run time decays to 0.1 hours after an interval of time specified by HIST_HOURS in `lsb.params` (5 hours by default).

How mbatchd reconfiguration and restart affects historical run time:
After restarting or reconfiguring **mbatchd**, the historical run time of finished jobs might be different, since it includes jobs that may have been cleaned from **mbatchd**

before the restart. **mbatchd** restart only reads recently finished jobs from `lsb.events`, according to the value of CLEAN_PERIOD in `lsb.params`. Any jobs cleaned before restart are lost and are not included in the new calculation of the dynamic priority.

Example

The following fairshare parameters are configured in `lsb.params`:

```
CPU_TIME_FACTOR = 0
RUN_JOB_FACTOR  = 0
RUN_TIME_FACTOR = 1
FAIRSHARE_ADJUSTMENT_FACTOR = 0
```

Note that in this configuration, only run time is considered in the calculation of dynamic priority. This simplifies the formula to the following:

dynamic priority = *number_shares* / (*run_time* * RUN_TIME_FACTOR)

Without the historical run time, the dynamic priority increases suddenly as soon as the job finishes running because the run time becomes zero, which gives no chance for jobs pending for other users to start.

When historical run time is included in the priority calculation, the formula becomes:

dynamic priority = *number_shares* / (*historical_run_time* + *run_time*) * RUN_TIME_FACTOR)

Now the dynamic priority increases gradually as the historical run time decays over time.

Run time decay

In a cluster running jobs of varied length, a user running only short jobs may always have a higher priority than a user running a long job. This can happen when historical run time decay is applied, decreasing the impact of the completed short jobs but not the longer job that is still running. To correct this, you can configure LSF to decay the run time of a job that is still running in the same manner historical run time decays.

Once a job is complete, the decayed run time is transferred to the historical run time where the decay continues. This equalizes the effect of short and long running jobs on user dynamic priority.

Note:

Running badmin reconfig or restarting mbatchd during a job's run time results in the decayed run time being recalculated. When a suspended job using run time decay is resumed, the decay time is based on the elapsed time.

Configure run time decay:

1. Specify HIST_HOURS for the queue in `lsb.queues` or for the cluster in `lsb.params`.
2. Specify RUN_TIME_DECAY=Y for the queue in `lsb.queues` or for the cluster in `lsb.params`.

   The run time used in the calculation of the dynamic priority so that the formula becomes the following:

```
dynamic priority = number_shares / (cpu_time * CPU_TIME_FACTOR
+ (historical_run_time + run_time) * RUN_TIME_FACTOR
+ (1 + job_slots) * RUN_JOB_FACTOR
+ fairshare_adjustment(struct*shareAdjustPair)*FAIRSHARE_ADJUSTMENT_FACTOR)
```

run_time—(measured in hours) of running jobs accumulated in the user's share account file. LSF calculates the decayed run time using the actual run time of running jobs and a decay factor such that 1 hour of recently-used run time decays to 0.1 hours after an interval of time specified by HIST_HOURS for the queue in `lsb.queues` or for the cluster in `lsb.params` (5 hours by default).

Committed run time weighting factor

Committed run time is the run time requested at job submission with the **-W** option of **bsub**, or in the queue configuration with the **RUNLIMIT** parameter. By default, committed run time does not affect the dynamic priority.

While the job is running, the actual run time is subtracted from the committed run time. The user's dynamic priority decreases *immediately* to its lowest expected value, and is maintained at that value until the job finishes. Job run time is accumulated as usual, and historical run time, if any, is decayed.

When the job finishes, the committed run time is set to zero and the actual run time is added to the historical run time for future use. The dynamic priority increases gradually until it reaches its maximum value.

Providing a weighting factor in the run time portion of the dynamic priority calculation prevents a "job dispatching burst" where one user monopolizes job slots because of the latency in computing run time.

Limitation

If you use queue-level fairshare, and a running job has a committed run time, you should not switch that job to or from a fairshare queue (using **bswitch**). The fairshare calculations will not be correct.

Run time displayed by bqueues and bhpart

The run time displayed by **bqueues** and **bhpart** is the sum of the actual, accumulated run time and the historical run time, but does not include the committed run time.

Configure committed run time:
Set a value for the **COMMITTED_RUN_TIME_FACTOR** parameter for the queue in `lsb.queues` or for the cluster in `lsb.params`. You should also specify a **RUN_TIME_FACTOR**, to prevent the user's dynamic priority from increasing as the run time increases.
If you have also enabled the use of historical run time, the dynamic priority is calculated according to the following formula:
dynamic priority = *number_shares* / (*cpu_time* * **CPU_TIME_FACTOR** + (*historical_run_time* + *run_time*) * **RUN_TIME_FACTOR** + (*committed_run_time* - *run_time*) * **COMMITTED_RUN_TIME_FACTOR** + (1 + *job_slots*) * **RUN_JOB_FACTOR** + fairshare_adjustment(struct* shareAdjustPair)***FAIRSHARE_ADJUSTMENT_FACTOR**)
committed_run_time—The run time requested at job submission with the **-W** option of **bsub**, or in the queue configuration with the **RUNLIMIT** parameter. This calculation measures the committed run time in hours.
In the calculation of a user's dynamic priority, **COMMITTED_RUN_TIME_FACTOR** determines the relative importance of the committed run time in the calculation. If

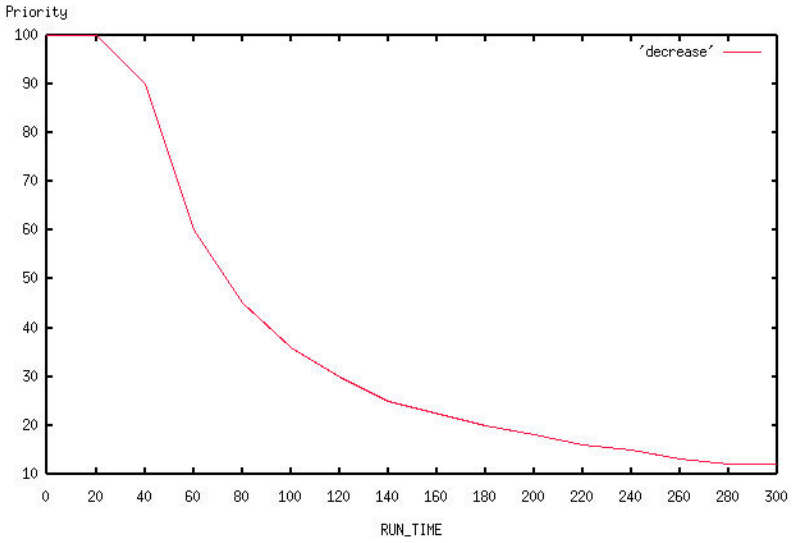
the **-W** option of **bsub** is not specified at job submission and a **RUNLIMIT** has not been set for the queue, the committed run time is not considered. **COMMITTED_RUN_TIME_FACTOR** can be any positive value between 0.0 and 1.0. The default value set in `lsb.params` is 0.0. As the value of **COMMITTED_RUN_TIME_FACTOR** approaches 1.0, more weight is given to the committed run time in the calculation of the dynamic priority.

Example

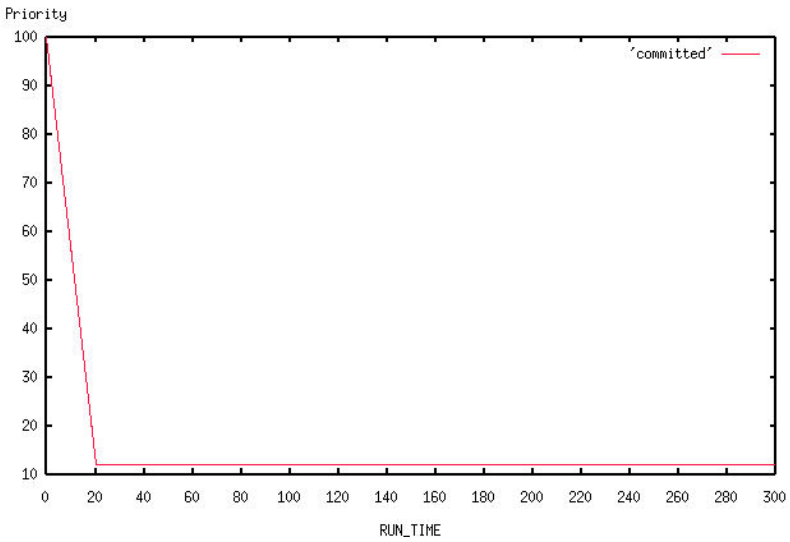
The following fairshare parameters are configured in `lsb.params`:

```
CPU_TIME_FACTOR = 0
RUN_JOB_FACTOR = 0
RUN_TIME_FACTOR = 1
FAIRSHARE_ADJUSTMENT_FACTOR = 0
COMMITTED_RUN_TIME_FACTOR = 1
```

Without a committed run time factor, dynamic priority for the job owner drops gradually while a job is running:



When a committed run time factor is included in the priority calculation, the dynamic priority drops as soon as the job is dispatched, rather than gradually dropping as the job runs:



How fairshare affects job dispatch order

Within a queue, jobs are dispatched according to the queue's scheduling policy.

- For FCFS queues, the dispatch order depends on the order of jobs in the queue (which depends on job priority and submission time, and can also be modified by the job owner).
- For fairshare queues, the dispatch order depends on dynamic share priority, then order of jobs in the queue (which is not necessarily the order in which they are submitted to the queue).

A user's priority gets higher when they use less than their fair share of the cluster's resources. When a user has the highest priority, LSF considers one of their jobs first, even if other users are ahead of them in the queue.

If there are only one user's jobs pending, and you do not use hierarchical fairshare, then there is no resource contention between users, so the fairshare policies have no effect and jobs are dispatched as usual.

Job dispatch order among queues of equivalent priority

The order of dispatch depends on the order of the queues in the queue configuration file. The first queue in the list is the first to be scheduled.

Jobs in a fairshare queue are always considered as a group, so the scheduler attempts to place all jobs in the queue before beginning to schedule the next queue.

Jobs in an FCFS queue are always scheduled along with jobs from other FCFS queues of the same priority (as if all the jobs belonged to the same queue).

Example

In a cluster, queues A, B, and C are configured in that order and have equal queue priority.

Jobs with equal job priority are submitted to each queue in this order: C B A B A.

- If all queues are FCFS queues, order of dispatch is C B A B A (queue A is first; queues B and C are the same priority as A; all jobs are scheduled in FCFS order).
- If all queues are fairshare queues, order of dispatch is AA BB C (queue A is first; all jobs in the queue are scheduled; then queue B, then C).
- If A and C are fairshare, and B is FCFS, order of dispatch is AA B B C (queue A jobs are scheduled according to user priority; then queue B jobs are scheduled in FCFS order; then queue C jobs are scheduled according to user priority)
- If A and C are FCFS, and B is fairshare, order of dispatch is C A A BB (queue A is first; queue A and C jobs are scheduled in FCFS order, then queue B jobs are scheduled according to user priority)
- If any of these queues uses cross-queue fairshare, the other queues must also use cross-queue fairshare and belong to the same set, or they cannot have the same queue priority.

Host partition user-based fairshare

User-based fairshare policies configured at the host level handle resource contention across multiple queues.

You can define a different fairshare policy for every host partition. If multiple queues use the host partition, a user has the same priority across multiple queues.

To run a job on a host that has fairshare, users must have a share assignment (USER_SHARES in the HostPartition section of `lsb.hosts`). Even cluster administrators cannot submit jobs to a fairshare host if they do not have a share assignment.

View host partition information

Use **bhpart** to view the following information:

- Host partitions configured in your cluster
- Number of shares (for each user or group in a host partition)
- Dynamic share priority (for each user or group in a host partition)
- Number of started jobs
- Number of reserved jobs
- CPU time, in seconds (cumulative CPU time for all members of the group, recursively)
- Run time, in seconds (historical and actual run time for all members of the group, recursively)

```
% bhpart Partition1
HOST_PARTITION_NAME: Partition1
HOSTS: hostA hostB hostC

SHARE_INFO_FOR: Partition1/
USER/GROUP SHARES PRIORITY STARTED RESERVED CPU_TIME RUN_TIME
group1     100     5.440      5       0       200.0     1324
```

Configure host partition fairshare scheduling

To configure host partition fairshare, define a host partition in `lsb.hosts`. Use the following format.

```
Begin HostPartition
HPART_NAME = Partition1
HOSTS = hostA hostB ~hostC
USER_SHARES = [groupA@, 3] [groupB, 7] [default, 1]
End HostPartition
```

- A host cannot belong to multiple partitions.
- Optional: Use the reserved host name all to configure a single partition that applies to all hosts in a cluster.
- Optional: Use the not operator (~) to exclude hosts or host groups from the list of hosts in the host partition.
- Hosts in a host partition cannot participate in queue-based fairshare.

  Hosts that are not included in any host partition are controlled by FCFS scheduling policy instead of fairshare scheduling policy.

Queue-level user-based fairshare

User-based fairshare policies configured at the queue level handle resource contention among users in the same queue. You can define a different fairshare policy for every queue, even if they share the same hosts. A user's priority is calculated separately for each queue.

To submit jobs to a fairshare queue, users must be allowed to use the queue (**USERS** in `lsb.queues`) and must have a share assignment (**FAIRSHARE** in `lsb.queues`). Even cluster and queue administrators cannot submit jobs to a fairshare queue if they do not have a share assignment.

If the default user group set in **DEFAULT_USER_GROUP** (`lsb.params`) does not have shares assigned in a fairshare queue, jobs can still run from the default user group, and are charged to the highest priority account the user can access in the queue. The default user group should have shares assigned in most fairshare queues to ensure jobs run smoothly.

Job submitted with a user group (**bsub -G**) which is no longer valid when the job runs charge the default user group (if defined) or the highest priority account the user can access in the queue (if no default user group is defined). In such cases **bjobs -l** output shows the submission user group, along with the updated SAAP (share attribute account path).

By default, user share accounts are created for users in each user group, whether they have active jobs or not. When many user groups in the fairshare policy have all as a member, the memory used creating user share accounts on mbatchd startup may be noticeable. Limit the number of share accounts created to active users (and all members of the default user group) by setting `LSB_SACCT_ONE_UG=Y` in `lsf.conf`.

View queue-level fairshare information

To find out if a queue is a fairshare queue, run **bqueues -l**. If you see "USER_SHARES" in the output, then a fairshare policy is configured for the queue.

Configure queue-level fairshare

To configure a fairshare queue, define FAIRSHARE in `lsb.queues` and specify a share assignment for all users of the queue:

```
FAIRSHARE = USER_SHARES[[user, number_shares]...]
```

- You must specify at least one user share assignment.
- Enclose the list in square brackets, as shown.
- Enclose each user share assignment in square brackets, as shown.

Cross-queue user-based fairshare

User-based fairshare policies configured at the queue level handle resource contention across multiple queues.

Apply the same fairshare policy to several queues

With cross-queue fairshare, the same user-based fairshare policy can apply to several queues can at the same time. You define the fairshare policy in a *master queue* and list *slave queues* to which the same fairshare policy applies; slave queues inherit the same fairshare policy as your master queue. For job scheduling purposes, this is equivalent to having one queue with one fairshare tree.

In this way, if a user submits jobs to different queues, user priority is calculated by taking into account all the jobs the user has submitted across the defined queues.

To submit jobs to a fairshare queue, users must be allowed to use the queue (USERS in `lsb.queues`) and must have a share assignment (FAIRSHARE in `lsb.queues`). Even cluster and queue administrators cannot submit jobs to a fairshare queue if they do not have a share assignment.

User and queue priority

By default, a user has the same priority across the master and slave queues. If the same user submits several jobs to these queues, user priority is calculated by taking into account all the jobs the user has submitted across the master-slave set.

If DISPATCH_ORDER=QUEUE is set in the master queue, jobs are dispatched according to queue priorities first, then user priority. This avoids having users with higher fairshare priority getting jobs dispatched from low-priority queues.

Jobs from users with lower fairshare priorities who have pending jobs in higher priority queues are dispatched before jobs in lower priority queues. Jobs in queues having the same priority are dispatched according to user priority.

Queues that are not part of the ordered cross-queue fairshare can have any priority. Their priority can fall within the priority range of cross-queue fairshare queues and they can be inserted between two queues using the same fairshare tree.

View cross-queue fairshare information

Run **bqueues -l** to know if a queue is part of cross-queue fairshare.
The FAIRSHARE_QUEUES parameter indicates cross-queue fairshare. The first queue that is listed in the FAIRSHARE_QUEUES parameter is the master queue—the queue in which fairshare is configured; all other queues listed inherit the fairshare policy from the master queue.
All queues that participate in the same cross-queue fairshare display the same fairshare information (SCHEDULING POLICIES, FAIRSHARE_QUEUES, USER_SHARES, SHARE_INFO_FOR) when **bqueues -l** is used. Fairshare information applies to all the jobs running in all the queues in the master-slave set. **bqueues -l** also displays DISPATCH_ORDER in the master queue if it is defined.

```
bqueues
QUEUE_NAME      PRIO STATUS          MAX JL/U JL/P JL/H NJOBS  PEND   RUN  SUSP
normal           30   Open:Active      -    -    -    -     1     1     0     0
short            40   Open:Active      -    4    2    -     1     0     1     0
bqueues -l normal
QUEUE: normal -- For normal low priority jobs, running only if hosts are lightly loaded.  This is the default queue.
PARAMETERS/STATISTICS
PRIO NICE STATUS          MAX JL/U JL/P JL/H NJOBS  PEND   RUN SSUSP USUSP  RSV
```

```
30    20  Open:Inact_Win      -    -    -    -     1     1        0     0     0    0
SCHEDULING PARAMETERS
r15s   r1m  r15m   ut      pg    io   ls    it    tmp    swp    mem
loadSched   -     -     -     -       -     -    -     -     -      -      -
loadStop    -     -     -     -       -     -    -     -     -      -      -

             cpuspeed    bandwidth
loadSched          -            -
loadStop           -            -

SCHEDULING POLICIES:  FAIRSHARE
FAIRSHARE_QUEUES:  normal
USER_SHARES:  [user1, 100] [default, 1]
SHARE_INFO_FOR: normal/
USER/GROUP   SHARES  PRIORITY  STARTED  RESERVED  CPU_TIME  RUN_TIME ADJUST user1  100  9.645  2  0   0.2  7034  0.000
USERS:  all users
HOSTS:  all
...
bqueues -l short
QUEUE: short
PARAMETERS/STATISTICS
PRIO NICE STATUS
MAX JL/U JL/P JL/H NJOBS  PEND   RUN SSUSP USUSP  RSV
40    20  Open:Inact_Win   -    4    2    -  1     0      1     0     0    0
SCHEDULING PARAMETERS
r15s   r1m  r15m   ut      pg    io   ls    it    tmp    swp    mem
loadSched   -     -     -     -       -     -    -     -     -      -      -
loadStop    -     -     -     -       -     -    -     -     -      -      -

             cpuspeed    bandwidth
loadSched          -            -
loadStop           -            -

SCHEDULING POLICIES:  FAIRSHARE
FAIRSHARE_QUEUES:  normal
USER_SHARES:  [user1, 100] [default, 1]
SHARE_INFO_FOR: short/
USER/GROUP   SHARES  PRIORITY  STARTED  RESERVED  CPU_TIME  RUN_TIME
user1        100      9.645      2        0         0.2     7034
USERS:  all users
HOSTS:  all
...
```

Configure cross-queue fairshare

- FAIRSHARE must be defined in the master queue. If it is also defined in the queues that are listed in FAIRSHARE_QUEUES, it will be ignored.
- Cross-queue fairshare can be defined more than once within `lsb.queues`. You can define several sets of master-slave queues. However, a queue cannot belong to more than one master-slave set. For example, you can define:
  - In master queue `normal`: **FAIRSHARE_QUEUES=short**
  - In master queue `priority`: **FAIRSHARE_QUEUES= night owners**

  You cannot, however, define `night`, `owners`, or `priority` as slaves in the `normal` queue; or `normal`, `short` as slaves in the `priority` queue; or `short`, `night`, `owners` as master queues of their own.
- Cross-queue fairshare cannot be used with host partition fairshare. It is part of queue-level fairshare.

1. Decide to which queues in your cluster cross-queue fairshare will apply.

   For example, in your cluster you may have the queues `normal`, `priority`, `short`, and you want cross-queue fairshare to apply only to `normal`, and `short`.
2. Define fairshare policies in your master queue.

In the queue you want to be the master, for example `normal`, define the following in `lsb.queues`:

- FAIRSHARE and specify a share assignment for all users of the queue.
- FAIRSHARE_QUEUES and list slave queues to which the defined fairshare policy will also apply
- PRIORITY to indicate the priority of the queue.

```
Begin Queue
QUEUE_NAME   = queue1
PRIORITY     = 30
NICE         = 20
FAIRSHARE    = USER_SHARES[[user1,100] [default,1]]
FAIRSHARE_QUEUES = queue2 queue3
DESCRIPTION  = For normal low priority jobs, running only if hosts are lightly loaded.
End Queue
```

3. In all the slave queues listed in FAIRSHARE_QUEUES, define all queue values as desired.

   For example:

```
Begin Queue
QUEUE_NAME    = queue2
PRIORITY      = 40
NICE          = 20
UJOB_LIMIT    = 4
PJOB_LIMIT    = 2
End Queue

Begin Queue
QUEUE_NAME    = queue3
PRIORITY      = 50
NICE          = 10
PREEMPTION = PREEMPTIVE
QJOB_LIMIT    = 10
UJOB_LIMIT    = 1
PJOB_LIMIT    = 1
End Queue
```

Control job dispatch order in cross-queue fairshare DISPATCH_ORDER parameter (lsb.queues)

Use DISPATCH_ORDER=QUEUE in the master queue to define an *ordered* cross-queue fairshare set. DISPATCH_ORDER indicates that jobs are dispatched according to the order of queue priorities, not user fairshare priority.

Priority range in cross-queue fairshare

By default, the range of priority defined for queues in cross-queue fairshare cannot be used with any other queues. The priority of queues that are not part of the cross-queue fairshare cannot fall between the priority range of cross-queue fairshare queues.

For example, you have 4 queues: `queue1`, `queue2`, `queue3`, and `queue4`. You configure cross-queue fairshare for `queue1`, `queue2`, and `queue3`, and assign priorities of 30, 40, 50 respectively. The priority of `queue4` (which is not part of the cross-queue fairshare) cannot fall between 30 and 50, but it can be any number up to 29 or higher than 50. It does not matter if `queue4` is a fairshare queue or FCFS queue.

If DISPATCH_ORDER=QUEUE is set in the master queue, queues that are not part of the ordered cross-queue fairshare can have any priority. Their priority can fall

within the priority range of cross-queue fairshare queues and they can be inserted between two queues using the same fairshare tree. In the example above, `queue4` can have any priority, including a priority falling between the priority range of the cross-queue fairshare queues (30-50).

Jobs from equal priority queues

- If two or more *non-fairshare* queues have the same priority, their jobs are dispatched first-come, first-served based on submission time or job ID as if they come from the same queue.
- If two or more *fairshare* queues have the same priority, jobs are dispatched in the order the queues are listed in `lsb.queues`.

Hierarchical user-based fairshare

For both queue and host partitions, hierarchical user-based fairshare lets you allocate resources to users in a hierarchical manner.

By default, when shares are assigned to a group, group members compete for resources according to FCFS policy. If you use hierarchical fairshare, you control the way shares that are assigned collectively are divided among group members.

If groups have subgroups, you can configure additional levels of share assignments, resulting in a multi-level share tree that becomes part of the fairshare policy.

How hierarchical fairshare affects dynamic share priority

When you use hierarchical fairshare, the dynamic share priority formula does not change, but LSF measures the resource consumption for all levels of the share tree. To calculate the dynamic priority of a group, LSF uses the resource consumption of all the jobs in the queue or host partition that belong to users in the group and all its subgroups, recursively.

How hierarchical fairshare affects job dispatch order

LSF uses the dynamic share priority of a user or group to find out which user's job to run next. If you use hierarchical fairshare, LSF works through the share tree from the top level down, and compares the dynamic priority of users and groups at each level until the user with the highest dynamic priority is a single user, or a group that has no subgroups.

View hierarchical share information for a group

Use **`bugroup -l`** to find out if you belong to a group, and what the share distribution is.

```
bugroup -l
GROUP_NAME: group1
USERS: group2/ group3/
SHARES:  [group2,20] [group3,10]

GROUP_NAME: group2
USERS: user1 user2 user3
SHARES: [others,10] [user3,4]

GROUP_NAME: group3
USERS: all
SHARES: [user2,10] [default,5]
```

This command displays all the share trees that are configured, even if they are not used in any fairshare policy.

View hierarchical share information for a host partition

By default, **bhpart** displays only the top-level share accounts associated with the partition.

Use **bhpart -r** to display the group information recursively.
The output lists all the groups in the share tree, starting from the top level, and displays the following information:

- Number of shares
- Dynamic share priority (LSF compares dynamic priorities of users who belong to same group, at the same level)
- Number of started jobs
- Number of reserved jobs
- CPU time, in seconds (cumulative CPU time for all members of the group, recursively)
- Run time, in seconds (historical and actual run time for all members of the group, recursively)

```
bhpart -r Partition1
HOST_PARTITION_NAME:  Partition1
HOSTS:  HostA
SHARE_INFO_FOR: Partition1/
USER/GROUP SHARES PRIORITY STARTED RESERVED CPU_TIME RUN_TIME
group1      40      1.867      5        0    48.4       17618
group2      20      0.775      6        0   607.7       24664
SHARE_INFO_FOR: Partition1/group2/
USER/GROUP SHARES PRIORITY STARTED RESERVED CPU_TIME RUN_TIME
user1       8      1.144     1       0        9.6       5108
user2       2      0.667     0       0       0.0        0
others      1      0.046     5       0       598.1      19556
```

Configure hierarchical fairshare

To define a hierarchical fairshare policy, configure the top-level share assignment in `lsb.queues` or `lsb.hosts`, as usual. Then, for any group of users affected by the fairshare policy, configure a share tree in the `UserGroup` section of `lsb.users`. This specifies how shares assigned to the group, collectively, are distributed among the individual users or subgroups.

If shares are assigned to members of any group individually, using @, there can be no further hierarchical fairshare within that group. The shares are assigned recursively to all members of all subgroups, regardless of further share distributions defined in `lsb.users`. The group members and members of all subgroups compete for resources according to FCFS policy.

You can choose to define a hierarchical share tree for some groups but not others. If you do not define a share tree for any group or subgroup, members compete for resources according to FCFS policy.

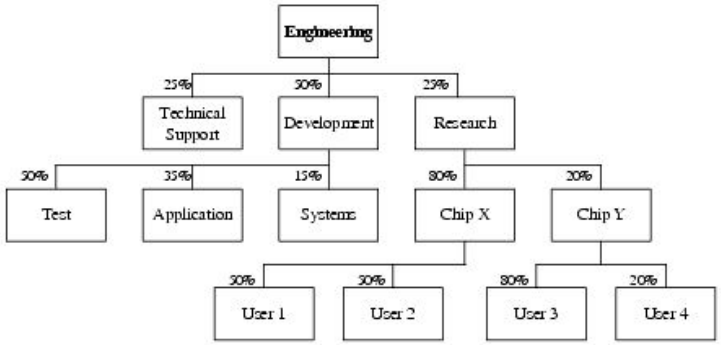
Configure a share tree

Group membership is already defined in the `UserGroup` section of `lsb.users`. To configure a share tree, use the `USER_SHARES` column to describe how the shares are distributed in a hierarchical manner. Use the following format.

```
Begin UserGroup
GROUP_NAME    GROUP_MEMBER          USER_SHARES
GroupB       (User1 User2)          ()
GroupC       (User3 User4)          ([User3, 3] [User4, 4])
GroupA       (GroupB GroupC User5)  ([User5, 1] [default, 10])
End UserGroup
```

- User groups must be defined before they can be used (in the GROUP_MEMBER column) to define other groups.
- Shares (in the USER_SHARES column) can only be assigned to user groups in the GROUP_MEMBER column.
- The keyword all refers to all users, not all user groups.
- Enclose the share assignment list in parentheses, as shown, even if you do not specify any user share assignments.

An `Engineering` queue or host partition organizes users hierarchically, and divides the shares as shown. It does not matter what the actual number of shares assigned at each level is.



The Development group gets the largest share (50%) of the resources in the event of contention. Shares that are assigned to the Development group can be further divided among the Systems, Application, and Test groups, which receive 15%, 35%, and 50%, respectively. At the lowest level, individual users compete for these shares as usual.

One way to measure a user's importance is to multiply their percentage of the resources at every level of the share tree. For example, `User1` is entitled to 10% of the available resources (.50 x .80 x .25 = .10) and `User3` is entitled to 4% (.80 x .20 x .25 = .04). However, if Research has the highest dynamic share priority among the 3 groups at the top level, and ChipY has a higher dynamic priority than ChipX, the next comparison is between `User3` and `User4`, so the importance of `User1` is not relevant. The dynamic priority of `User1` is not even calculated at this point.

Queue-based fairshare

When a priority is set in a queue configuration, a high priority queue tries to dispatch as many jobs as it can before allowing lower priority queues to dispatch any job. Lower priority queues are blocked until the higher priority queue cannot dispatch any more jobs. However, it may be desirable to give some preference to lower priority queues and regulate the flow of jobs from the queue.

Queue-based fairshare allows flexible slot allocation per queue as an alternative to absolute queue priorities by enforcing a *soft job slot limit* on a queue. This allows

you to organize the priorities of your work and tune the number of jobs dispatched from a queue so that no single queue monopolizes cluster resources, leaving other queues waiting to dispatch jobs.

You can balance the distribution of job slots among queues by configuring a ratio of jobs waiting to be dispatched from each queue. LSF then attempts to dispatch a certain percentage of jobs from each queue, and does not attempt to drain the highest priority queue entirely first.

When queues compete, the allocated slots per queue are kept within the limits of the configured share. If only one queue in the pool has jobs, that queue can use all the available resources and can span its usage across all hosts it could potentially run jobs on.

Manage pools of queues

You can configure your queues into a *pool*, which is a named group of queues using the same set of hosts. A pool is entitled to a slice of the available job slots. You can configure as many pools as you need, but each pool must use the same set of hosts. There can be queues in the cluster that do not belong to any pool yet share some hosts that are used by a pool.

How LSF allocates slots for a pool of queues

During job scheduling, LSF orders the queues within each pool based on the shares the queues are entitled to. The number of running jobs (or job slots in use) is maintained at the percentage level that is specified for the queue. When a queue has no pending jobs, leftover slots are redistributed to other queues in the pool with jobs pending.

The total number of slots in each pool is constant; it is equal to the number of slots in use plus the number of free slots to the maximum job slot limit configured either in `lsb.hosts` (MXJ) or in `lsb.resources` for a host or host group. The accumulation of slots in use by the queue is used in ordering the queues for dispatch.

Job limits and host limits are enforced by the scheduler. For example, if LSF determines that a queue is eligible to run 50 jobs, but the queue has a job limit of 40 jobs, no more than 40 jobs will run. The remaining 10 job slots are redistributed among other queues belonging to the same pool, or make them available to other queues that are configured to use them.

Accumulated slots in use

As queues run the jobs allocated to them, LSF accumulates the slots each queue has used and decays this value over time, so that each queue is not allocated more slots than it deserves, and other queues in the pool have a chance to run their share of jobs.

Interaction with other scheduling policies

- Queues participating in a queue-based fairshare pool cannot be preemptive or preemptable.
- You should not configure slot reservation (SLOT_RESERVE) in queues that use queue-based fairshare.
- Cross-queue user-based fairshare (FAIRSHARE_QUEUES) can undo the dispatching decisions of queue-based fairshare. Cross-queue user-based fairshare queues should not be part of a queue-based fairshare pool.

- When **MAX_SLOTS_IN_POOL**, **SLOT_RESERVE**, and **BACKFILL** are defined (in lsb.queues) for the same queue, jobs in the queue cannot backfill using slots reserved by other jobs in the same queue.

Examples

Three queues using two hosts each with maximum job slot limit of 6 for a total of 12 slots to be allocated:

- queue1 shares 50% of slots to be allocated = 2 * 6 * 0.5 = 6 slots
- queue2 shares 30% of slots to be allocated = 2 * 6 * 0.3 = 3.6 -> 4 slots
- queue3 shares 20% of slots to be allocated = 2 * 6 * 0.2 = 2.4 -> 3 slots; however, since the total cannot be more than 12, queue3 is actually allocated only 2 slots.

Four queues using two hosts each with maximum job slot limit of 6 for a total of 12 slots; queue4 does not belong to any pool.

- queue1 shares 50% of slots to be allocated = 2 * 6 * 0.5 = 6
- queue2 shares 30% of slots to be allocated = 2 * 6 * 0.3 = 3.6 -> 4
- queue3 shares 20% of slots to be allocated = 2 * 6 * 0.2 = 2.4 -> 2
- queue4 shares no slots with other queues

queue4 causes the total number of slots to be less than the total free and in use by the queue1, queue2, and queue3 that do belong to the pool. It is possible that the pool may get all its shares used up by queue4, and jobs from the pool will remain pending.

queue1, queue2, and queue3 belong to one pool, queue6, queue7, and queue8 belong to another pool, and queue4 and queue5 do not belong to any pool.

LSF orders the queues in the two pools from higher-priority queue to lower-priority queue (queue1 is highest and queue8 is lowest):

```
queue1 -> queue2 -> queue3 -> queue6 -> queue7 -> queue8
```

If the queue belongs to a pool, jobs are dispatched from the highest priority queue first. Queues that do not belong to any pool (queue4 and queue5) are merged into this ordered list according to their priority, but LSF dispatches as many jobs from the non-pool queues as it can:

```
queue1 -> queue2 -> queue3 -> queue4 -> queue5 -> queue6 -> queue7 -> queue8
```

Slot allocation per queue

Configure as many pools as you need in lsb.queues.

SLOT_SHARE parameter

The **SLOT_SHARE** parameter represents the percentage of running jobs (job slots) in use from the queue. **SLOT_SHARE** must be greater than zero and less than or equal to 100.

The sum of **SLOT_SHARE** for all queues in the pool does not need to be 100%. It can be more or less, depending on your needs.

SLOT_POOL parameter

The **SLOT_POOL** parameter is the name of the pool of job slots the queue belongs to. A queue can only belong to one pool. All queues in the pool must share the same set of hosts.

MAX_SLOTS_IN_POOL parameter

The optional parameter **MAX_SLOTS_IN_POOL** sets a limit on the number of slots available for a slot pool. This parameter is defined in the first queue of the slot pool in `lsb.queues`.

USE_PRIORITY_IN_POOL parameter

The optional parameter **USE_PRIORITY_IN_POOL** enables LSF scheduling to allocate any unused slots in the pool to jobs based on the job priority across the queues in the slot pool. This parameter is defined in the first queue of the slot pool in `lsb.queues`.

Host job slot limit

The hosts that are used by the pool must have a maximum job slot limit, configured either in `lsb.hosts` (MXJ) or `lsb.resources` (HOSTS and SLOTS).

Configure slot allocation per queue

1. For each queue that uses queue-based fairshare, define the following in `lsb.queues`:
   a. SLOT_SHARE
   b. SLOT_POOL
2. Optional: Define the following in `lsb.queues` for each queue that uses queue-based fairshare:
   a. HOSTS to list the hosts that can receive jobs from the queue
      If no hosts are defined for the queue, the default is all hosts.

      Tip:

      Hosts for queue-based fairshare cannot be in a host partition.
   b. PRIORITY to indicate the priority of the queue.
3. Optional: Define the following in `lsb.queues` for the first queue in each slot pool:
   a. MAX_SLOTS_IN_POOL to set the maximum number of slots available for use in the slot pool.
   b. USE_PRIORITY_IN_POOL to allow allocation of any unused slots in the slot pool based on the job priority across queues in the slot pool.
4. For each host used by the pool, define a maximum job slot limit, either in `lsb.hosts` (MXJ) or `lsb.resources` (HOSTS and SLOTS).

Configure two pools

The following example configures pool A with three queues, with different shares, using the hosts in host group groupA:

```
Begin Queue
QUEUE_NAME = queue1
PRIORITY   = 50
SLOT_POOL  = poolA
SLOT_SHARE = 50
HOSTS      = groupA
...
End Queue

Begin Queue
```

```
QUEUE_NAME = queue2
PRIORITY   = 48
SLOT_POOL  = poolA
SLOT_SHARE = 30
HOSTS      = groupA
...
End Queue

Begin Queue
QUEUE_NAME = queue3
PRIORITY   = 46
SLOT_POOL  = poolA
SLOT_SHARE = 20
HOSTS      = groupA
...
End Queue
```

The following configures a pool named `poolB`, with three queues with equal shares, using the hosts in host group `groupB`, setting a maximum number of slots for the pool (MAX_SLOTS_IN_POOL) and enabling a second round of scheduling based on job priority across the queues in the pool (USE_PRIORITY_IN_POOL):

```
Begin Queue
QUEUE_NAME = queue4
PRIORITY   = 44
SLOT_POOL  = poolB
SLOT_SHARE = 30
HOSTS      = groupB
MAX_SLOTS_IN_POOL=128
USE_PRIORITY_IN_POOL=Y
...
End Queue

Begin Queue
QUEUE_NAME = queue5
PRIORITY   = 43
SLOT_POOL  = poolB
SLOT_SHARE = 30
HOSTS      = groupB
...
End Queue

Begin Queue
QUEUE_NAME = queue6
PRIORITY   = 42
SLOT_POOL  = poolB
SLOT_SHARE = 30
HOSTS      = groupB
...
End Queue
```

View configured job slot share

Use **bqueues -l** to show the job slot share (SLOT_SHARE) and the hosts participating in the share pool (SLOT_POOL):

```
QUEUE: queue1
PARAMETERS/STATISTICS
PRIO NICE STATUS          MAX JL/U JL/P JL/H NJOBS  PEND   RUN SSUSP USUSP  RSV
50   20  Open:Active       -    -    -    -     0     0     0     0     0    0
Interval for a host to accept two jobs is 0 seconds

STACKLIMIT MEMLIMIT
2048 K     5000 K

SCHEDULING PARAMETERS
           r15s   r1m  r15m   ut      pg    io   ls    it    tmp    swp    mem
```

```
loadSched   -     -     -     -       -     -    -     -     -      -      -
loadStop    -     -     -     -       -     -    -     -     -      -      -

             cpuspeed    bandwidth
loadSched          -            -
loadStop           -            -

USERS:  all users
HOSTS:  groupA/
SLOT_SHARE: 50%
SLOT_POOL: poolA
```

View slot allocation of running jobs

Use **bhosts**, **bmgroup**, and **bqueues** to verify how LSF maintains the configured percentage of running jobs in each queue.
The queues configurations above use the following hosts groups:

```
bmgroup -r
GROUP_NAME   HOSTS
groupA       hosta hostb hostc
groupB       hostd hoste hostf
```

Each host has a maximum job slot limit of 5, for a total of 15 slots available to be allocated in each group:

```
bhosts
HOST_NAME    STATUS    JL/U   MAX  NJOBS    RUN  SSUSP  USUSP    RSV
hosta          ok       -      5      5      5      0      0      0
hostb          ok       -      5      5      5      0      0      0
hostc          ok       -      5      5      5      0      0      0
hostd          ok       -      5      5      5      0      0      0
hoste          ok       -      5      5      5      0      0      0
hostf          ok       -      5      5      5      0      0      0
```

Pool named poolA contains queue1,queue2, and queue3.poolB contains queue4, queue5, and queue6. The **bqueues** command shows the number of running jobs in each queue:

```
bqueues
QUEUE_NAME   PRIO STATUS          MAX JL/U JL/P JL/H NJOBS  PEND   RUN  SUSP
queue1       50   Open:Active      -    -    -    -   492   484     8     0
queue2       48   Open:Active      -    -    -    -   500   495     5     0
queue3       46   Open:Active      -    -    -    -   498   496     2     0
queue4       44   Open:Active      -    -    -    -   985   980     5     0
queue5       43   Open:Active      -    -    -    -   985   980     5     0
queue6       42   Open:Active      -    -    -    -   985   980     5     0
```

As a result: queue1 has a 50% share and can run 8 jobs; queue2 has a 30% share and can run 5 jobs; queue3 has a 20% share and is entitled 3 slots, but since the total number of slots available must be 15, it can run 2 jobs; queue4, queue5, and queue6 all share 30%, so 5 jobs are running in each queue.

Typical slot allocation scenarios

3 queues with SLOT_SHARE 50%, 30%, 20%, with 15 job slots

This scenario has three phases:

1. All three queues have jobs running, and LSF assigns the number of slots to queues as expected: 8, 5, 2. Though queue Genova deserves 3 slots, the total slot assignment must be 15, so Genova is allocated only 2 slots:

```
bqueues
QUEUE_NAME    PRIO STATUS          MAX JL/U JL/P JL/H NJOBS  PEND   RUN  SUSP
Roma           50   Open:Active       -    -    -    -  1000   992     8     0
Verona         48   Open:Active       -    -    -    -   995   990     5     0
Genova         48   Open:Active       -    -    -    -   996   994     2     0
```

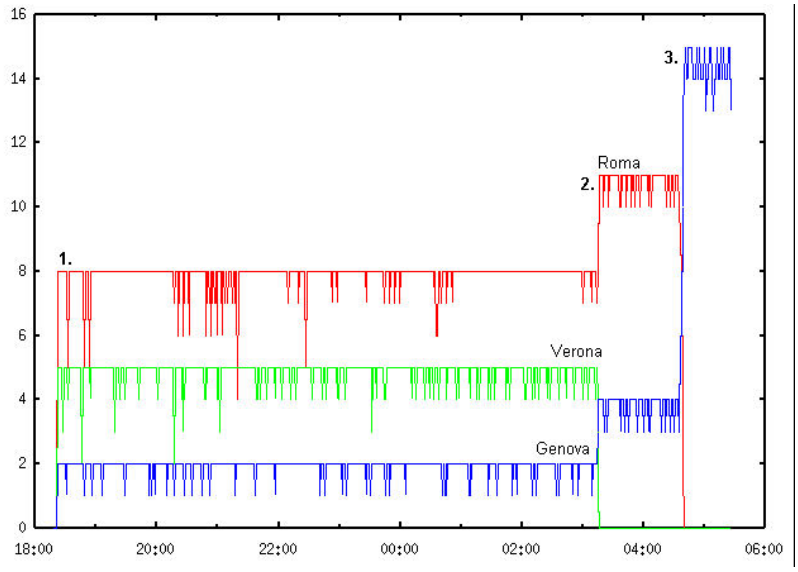
2. When queue Verona has done its work, queues Roma and Genova get their respective shares of 8 and 3. This leaves 4 slots to be redistributed to queues according to their shares: 50% (2 slots) to Roma, 20% (1 slot) to Genova. The one remaining slot is assigned to queue Roma again:

```
bqueues
QUEUE_NAME  PRIO STATUS          MAX JL/U JL/P JL/H NJOBS  PEND   RUN  SUSP
Roma         50   Open:Active       -    -    -    -   231   221    11     0
Verona       48   Open:Active       -    -    -    -     0     0     0     0
Genova       48   Open:Active       -    -    -    -   496   491     4     0
```

3. When queues Roma and Verona have no more work to do, Genova can use all the available slots in the cluster:

```
bqueues
QUEUE_NAME   PRIO STATUS          MAX JL/U JL/P JL/H NJOBS  PEND   RUN  SUSP
Roma          50   Open:Active       -    -    -    -     0     0     0     0
Verona        48   Open:Active       -    -    -    -     0     0     0     0
Genova        48   Open:Active       -    -    -    -   475   460    15     0
```

The following figure illustrates phases 1, 2, and 3:



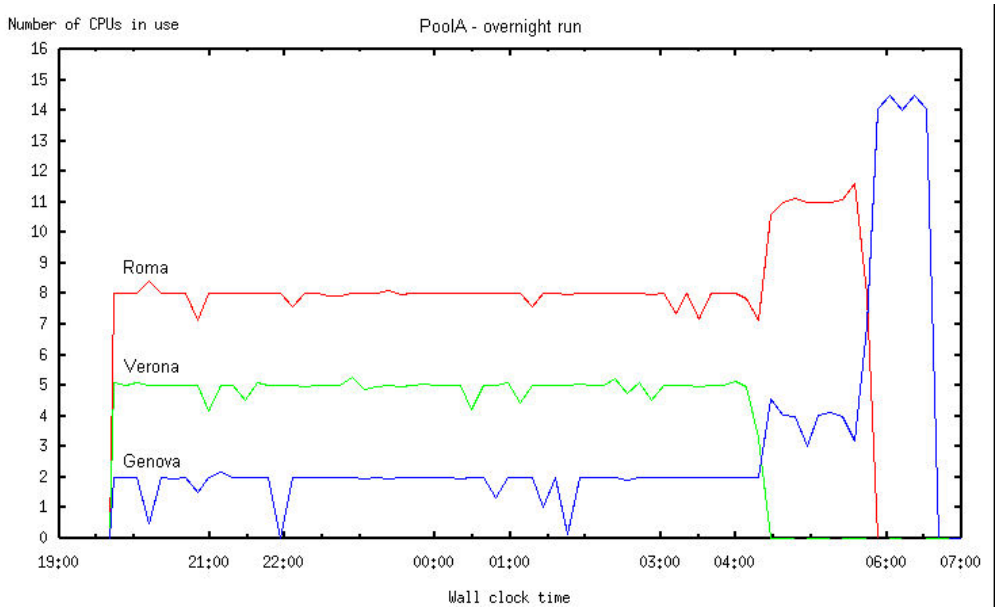
2 pools, 30 job slots, and 2 queues out of any pool

- poolA uses 15 slots and contains queues Roma (50% share, 8 slots), Verona (30% share, 5 slots), and Genova (20% share, 2 remaining slots to total 15).
- poolB with 15 slots containing queues Pisa (30% share, 5 slots), Venezia (30% share, 5 slots), and Bologna (30% share, 5 slots).
- Two other queues Milano and Parma do not belong to any pool, but they can use the hosts of poolB. The queues from Milano to Bologna all have the same priority.

The queues Milano and Parma run very short jobs that get submitted periodically in bursts. When no jobs are running in them, the distribution of jobs looks like this:

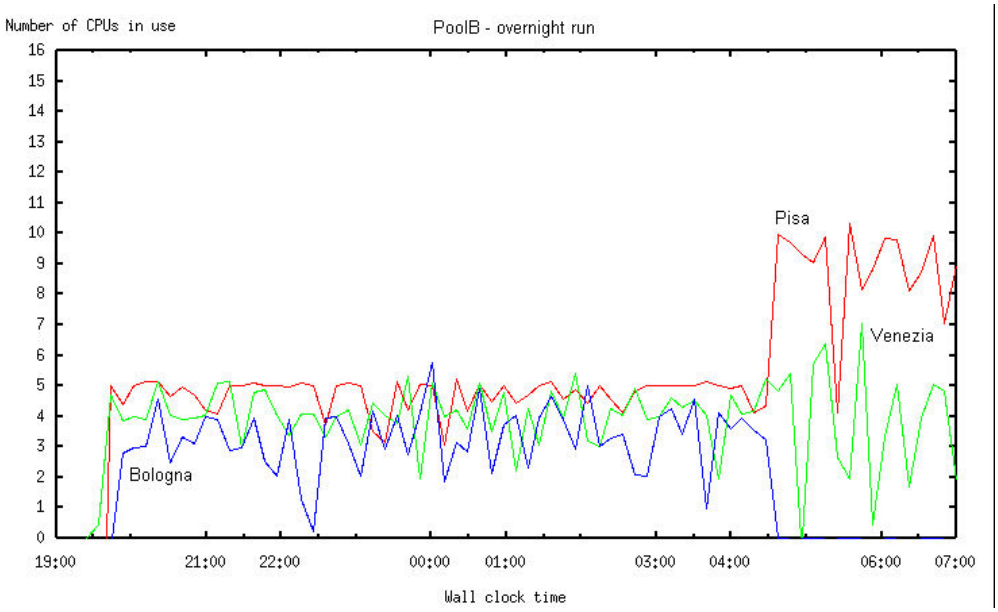
```
QUEUE_NAME  PRIO STATUS          MAX JL/U JL/P JL/H NJOBS  PEND   RUN  SUSP
Roma         50   Open:Active       -    -    -    -  1000   992     8     0
Verona       48   Open:Active       -    -    -    -  1000   995     5     0
```

```
Genova       48   Open:Active      -    -    -    -  1000   998     2     0
Pisa         44   Open:Active      -    -    -    -  1000   995     5     0
Milano       43   Open:Active      -    -    -    -     2     2     0     0
Parma        43   Open:Active      -    -    -    -     2     2     0     0
Venezia      43   Open:Active      -    -    -    -  1000   995     5     0
Bologna      43   Open:Active      -    -    -    -  1000   995     5     0
```



When Milano and Parma have jobs, their higher priority reduces the share of slots free and in use by Venezia and Bologna:

```
QUEUE_NAME   PRIO STATUS          MAX JL/U JL/P JL/H NJOBS  PEND   RUN  SUSP
Roma          50  Open:Active      -    -    -    -   992   984     8     0
Verona        48  Open:Active      -    -    -    -   993   990     3     0
Genova        48  Open:Active      -    -    -    -   996   994     2     0
Pisa          44  Open:Active      -    -    -    -   995   990     5     0
Milano        43  Open:Active      -    -    -    -    10     7     3     0
Parma         43  Open:Active      -    -    -    -    11     8     3     0
Venezia       43  Open:Active      -    -    -    -   995   995     2     0
Bologna       43  Open:Active      -    -    -    -   995   995     2     0
```



Round-robin slot distribution: 13 queues and 2 pools

- Pool `poolA` has 3 hosts each with 7 slots for a total of 21 slots to be shared. The first 3 queues are part of the pool `poolA` sharing the CPUs with proportions 50% (11 slots), 30% (7 slots) and 20% (3 remaining slots to total 21 slots).
- The other 10 queues belong to pool `poolB`, which has 3 hosts each with 7 slots for a total of 21 slots to be shared. Each queue has 10% of the pool (3 slots).

The initial slot distribution looks like this:

```
bqueues
QUEUE_NAME   PRIO STATUS          MAX JL/U JL/P JL/H NJOBS  PEND   RUN  SUSP
Roma          50   Open:Active      -    -    -    -    15     6    11     0
Verona        48   Open:Active      -    -    -    -    25    18     7     0
Genova        47   Open:Active      -    -    -    -   460   455     3     0
Pisa          44   Open:Active      -    -    -    -   264   261     3     0
Milano        43   Open:Active      -    -    -    -   262   259     3     0
Parma         42   Open:Active      -    -    -    -   260   257     3     0
Bologna       40   Open:Active      -    -    -    -   260   257     3     0
Sora          40   Open:Active      -    -    -    -   261   258     3     0
Ferrara       40   Open:Active      -    -    -    -   258   255     3     0
Napoli        40   Open:Active      -    -    -    -   259   256     3     0
Livorno       40   Open:Active      -    -    -    -   258   258     0     0
Palermo       40   Open:Active      -    -    -    -   256   256     0     0
Venezia        4   Open:Active      -    -    -    -   255   255     0     0
```

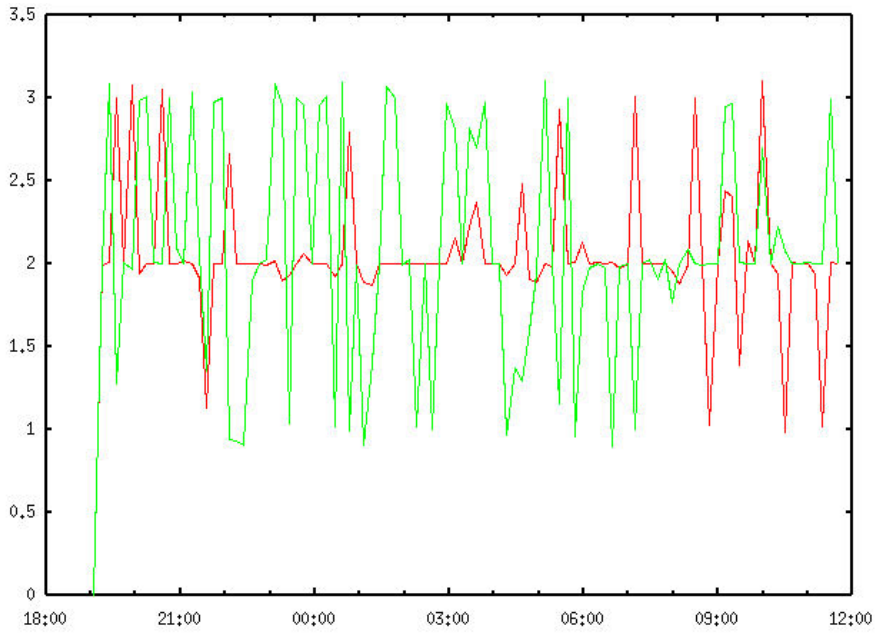
Initially, queues `Livorno`, `Palermo`, and `Venezia` in `poolB` are not assigned any slots because the first 7 higher priority queues have used all 21 slots available for allocation.

As jobs run and each queue accumulates used slots, LSF favors queues that have not run jobs yet. As jobs finish in the first 7 queues of `poolB`, slots are redistributed to the other queues that originally had no jobs (queues `Livorno`, `Palermo`, and `Venezia`). The total slot count remains 21 in all queues in `poolB`.

```
bqueues
QUEUE_NAME    PRIO STATUS          MAX JL/U JL/P JL/H NJOBS  PEND   RUN  SUSP
Roma           50   Open:Active      -    -    -    -    15     6     9     0
Verona         48   Open:Active      -    -    -    -    25    18     7     0
Genova         47   Open:Active      -    -    -    -   460   455     5     0
Pisa           44   Open:Active      -    -    -    -   263   261     2     0
```

```
Milano          43   Open:Active      -    -    -    -   261   259     2     0
Parma           42   Open:Active      -    -    -    -   259   257     2     0
Bologna         40   Open:Active      -    -    -    -   259   257     2     0
Sora            40   Open:Active      -    -    -    -   260   258     2     0
Ferrara         40   Open:Active      -    -    -    -   257   255     2     0
Napoli          40   Open:Active      -    -    -    -   258   256     2     0
Livorno         40   Open:Active      -    -    -    -   258   256     2     0
Palermo         40   Open:Active      -    -    -    -   256   253     3     0
Venezia          4   Open:Active      -    -    -    -   255   253     2     0
```

The following figure illustrates the round-robin distribution of slot allocations between queues `Livorno` and `Palermo`:



How LSF rebalances slot usage

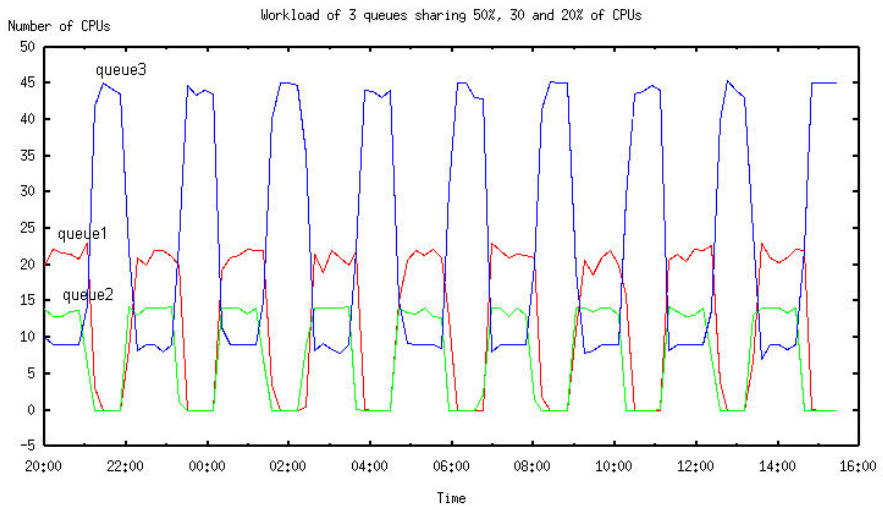
In the following examples, job runtime is not equal, but varies randomly over time.

`3 queues in one pool with 50%, 30%, 20% shares`

A pool configures 3 queues:

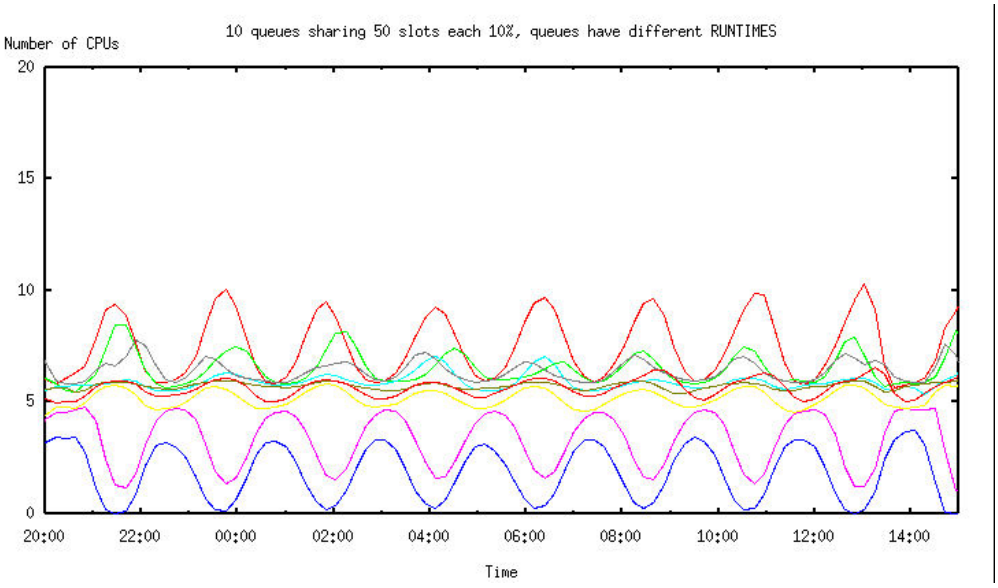
- `queue1` 50% with short-running jobs
- `queue2` 20% with short-running jobs
- `queue3` 30% with longer running jobs

As `queue1` and `queue2` finish their jobs, the number of jobs in `queue3` expands, and as `queue1` and `queue2` get more work, LSF rebalances the usage:



10 queues sharing 10% each of 50 slots

In this example, queue1 (the curve with the highest peaks) has the longer running jobs and so has less accumulated slots in use over time. LSF accordingly rebalances the load when all queues compete for jobs to maintain a configured 10% usage share.



Users affected by multiple fairshare policies

If you belong to multiple user groups, which are controlled by different fairshare policies, each group probably has a different dynamic share priority at any given time. By default, if any one of these groups becomes the highest priority user, you could be the highest priority user in that group, and LSF would attempt to place your job.

To restrict the number of fairshare policies that will affect your job, submit your job and specify a single user group that your job will belong to, for the purposes of fairshare scheduling. LSF will not attempt to dispatch this job unless the group you

specified is the highest priority user. If you become the highest priority user because of some other share assignment, another one of your jobs might be dispatched, but not this one.

Submit a job and specify a user group

Associate a job with a user group for fairshare scheduling.

Use **bsub -G** and specify a group that you belong to.
For example:
User1 shares resources with groupA and groupB. User1 is also a member of groupA, but not any other groups.
User1 submits a job:

```
bsub sleep 100
```

By default, the job could be considered for dispatch if either User1 or GroupA has highest dynamic share priority.
User1 submits a job and associates the job with GroupA:

```
bsub -G groupA sleep 100
```

If User1 is the highest priority user, this job will not be considered.

- User1 can only associate the job with a group that he is a member of.
- User1 cannot associate the job with his individual user account because **bsub -G** only accepts group names.

Example with hierarchical fairshare

In the share tree, User1 shares resources with GroupA at the top level. GroupA has 2 subgroups, B and C. GroupC has 1 subgroup, GroupD. User1 also belongs to GroupB and GroupC.

User1 submits a job:

```
bsub sleep 100
```

By default, the job could be considered for dispatch if either User1, GroupB, or GroupC has highest dynamic share priority.

User1 submits a job and associates the job with GroupB:

```
bsub -G groupB sleep 100
```

If User1 or GroupC is the highest priority user, this job will not be considered.

- User1 cannot associate the job with GroupC, because GroupC includes a subgroup.
- User1 cannot associate the job with his individual user account because **bsub -G** only accepts group names.

Ways to configure fairshare

Host partition fairshare

Host partition fairshare balances resource usage across the entire cluster according to one single fairshare policy. Resources that are used in one queue affect job dispatch order in another queue.

If two users compete for resources, their dynamic share priority is the same in every queue.

Configure host partition fairshare:
Use the keyword all to configure a single partition that includes all the hosts in the cluster.

```
Begin HostPartition
HPART_NAME =GlobalPartition
HOSTS = all
USER_SHARES = [groupA@, 3] [groupB, 7] [default, 1]
End HostPartition
```

Chargeback fairshare

Chargeback fairshare lets competing users share the same hardware resources according to a fixed ratio. Each user is entitled to a specified portion of the available resources.

If two users compete for resources, the most important user is entitled to more resources.

Configure chargeback fairshare:
To configure chargeback fairshare, put competing users in separate user groups and assign a fair number of shares to each group.

Example:
Suppose that two departments contributed to the purchase of a large system. The engineering department contributed 70 percent of the cost, and the accounting department 30 percent. Each department wants to get their money's worth from the system.

1. Define 2 user groups in `lsb.users`, one listing all the engineers, and one listing all the accountants.

   ```
   Begin UserGroup
   Group_Name   Group_Member
   eng_users    (user6 user4)
   acct_users   (user2 user5)
   End UserGroup
   ```

2. Configure a host partition for the host, and assign the shares appropriately.

   ```
   Begin HostPartition
   HPART_NAME = big_servers
   HOSTS = hostH
   USER_SHARES = [eng_users, 7] [acct_users, 3]
   End HostPartition
   ```

Equal share

Equal share balances resource usage equally between users.

Configure equal share:
To configure equal share, use the keyword default to define an equal share for every user.

```
Begin HostPartition
HPART_NAME = equal_share_partition
HOSTS = all
USER_SHARES = [default, 1]
End HostPartition
```

Priority user and static priority fairshare

There are two ways to configure fairshare so that a more important user's job always overrides the job of a less important user, regardless of resource use.

- Priority User Fairshare: Dynamic priority is calculated as usual, but more important and less important users are assigned a drastically different number of shares, so that resource use has virtually no effect on the dynamic priority: the

user with the overwhelming majority of shares always goes first. However, if two users have a similar or equal number of shares, their resource use still determines which of them goes first. This is useful for isolating a group of high-priority or low-priority users, while allowing other fairshare policies to operate as usual most of the time.

- Static Priority Fairshare: Dynamic priority is no longer dynamic because resource use is ignored. The user with the most shares always goes first. This is useful to configure multiple users in a descending order of priority.

Configure priority user fairshare:
A queue is shared by key users and other users.

Priority user fairshare gives priority to important users, so their jobs override the jobs of other users. You can still use fairshare policies to balance resources among each group of users.

If two users compete for resources, and one of them is a priority user, the priority user's job always runs first.

1. Define a user group for priority users in `lsb.users`, naming it accordingly.

   For example, `key_users`.
2. Configure fairshare and assign the overwhelming majority of shares to the key users:

   ```
   Begin Queue
   QUEUE_NAME = production
   FAIRSHARE = USER_SHARES[[key_users@, 2000] [others, 1]]
   ...
   End Queue
   ```

   In the preceding example, key users have 2000 shares each, while other users together have only 1 share. This makes it virtually impossible for other users' jobs to get dispatched unless none of the users in the `key_users` group has jobs waiting to run.

   If you want the same fairshare policy to apply to jobs from all queues, configure host partition fairshare in a similar way.

Configure static priority fairshare:
Static priority fairshare assigns resources to the user with the most shares. Resource usage is ignored.

To implement static priority fairshare, edit `lsb.params` and set all the weighting factors that are used in the dynamic priority formula to 0 (zero).

- Set **CPU_TIME_FACTOR** to 0
- Set **RUN_TIME_FACTOR** to 0
- Set **RUN_JOB_FACTOR** to 0
- Set **COMMITTED_RUN_TIME_FACTOR** to 0
- Set **FAIRSHARE_ADJUSTMENT_FACTOR** to 0

The results are: dynamic priority = *number_shares* / 0.01 (if the denominator in the dynamic priority calculation is less than 0.01, LSF rounds up to 0.01)

If two users compete for resources, the most important user's job always runs first.

Resizable jobs and fairshare

Resizable jobs submitting into fairshare queues or host partitions are subject to fairshare scheduling policies. The dynamic priority of the user who submitted the

job is the most important criterion. LSF treats pending resize allocation requests as a regular job and enforces the fairshare user priority policy to schedule them.

The dynamic priority of users depends on:

- Their share assignment
- The slots their jobs are currently consuming
- The resources their jobs consumed in the past
- The adjustment made by the fairshare plugin (libfairshareadjust.*)

Resizable job allocation changes affect the user priority calculation if the **RUN_JOB_FACTOR** or **FAIRSHARE_ADJUSTMENT_FACTOR** is greater than zero. Resize add requests increase number of slots in use and decrease user priority. Resize release requests decrease number of slots in use, and increase user priority. The faster a resizable job grows, the lower the user priority is, the less likely a pending allocation request can get more slots.

Note:

The effect of resizable job allocation changes when the Fairshare_adjustment_factor is greater than 0 depends on the user-defined fairshare adjustment plugin (libfairshareadjust.*).

After job allocation changes, bqueues and **bhpart** displays updated user priority.

Resource Preemption

About resource preemption

Preemptive scheduling and resource preemption

Resource preemption is a special type of preemptive scheduling. It is similar to job slot preemption.

Job slot preemption and resource preemption

If you enable preemptive scheduling, job slot preemption is always enabled. Resource preemption is optional. With resource preemption, you can configure preemptive scheduling that is based on other resources in addition to job slots.

Other Resources

Resource preemption works for any custom shared numeric resource (except increasing dynamic resources). To preempt on a host-based resource, such as memory, you could configure a custom resource "shared" on only one host.

Multiple resource preemption

If multiple resources are required, LSF can preempt multiple jobs until sufficient resources are available. For example, one or more jobs might be preempted for a job that needs:

- Multiple job slots
- Multiple resources, such as a job slots and memory
- More of a resource than can be obtained by preempting just one job

Use resource preemption

To allow your job to participate in resource preemption, you must use resource reservation to reserve the preemption resource (the cluster might be configured so that this occurs automatically). For dynamic resources, you must specify a duration also.

Resource reservation is part of resource requirement, which can be specified at the job level or at the queue level or application level.

You can use a task file to associate specific resource requirements with specific applications.

Dynamic resources

Specify duration

If the preemption resource is dynamic, you must specify the duration part of the resource reservation string when you submit a preempting or preemptable job.

Resources outside the control of LSF

If an ELIM is needed to determine the value of a dynamic resource, LSF preempts jobs as necessary, then waits for ELIM to report that the resources are available before starting the high-priority job. By default, LSF waits 300 seconds (5 minutes) for resources to become available. This time can be increased (PREEMPTION_WAIT_TIME in `lsb.params`).

If the preempted jobs do not release the resources, or the resources have been intercepted by a non-LSF user, the ELIM does not report any more of the resource becoming available, and LSF might preempt more jobs to get the resources.

Requirements for resource preemption

- Resource preemption depends on all these conditions:
- The preemption resources must be configured (PREEMPTABLE_RESOURCES in `lsb.params`).
- Jobs must reserve the correct amount of the preemption resource, using resource reservation (the rusage part of the resource requirement string).
- For dynamic preemption resources, jobs must specify the duration part of the resource reservation string.
- Jobs that use the preemption resource must be spread out among multiple queues of different priority, and preemptive scheduling must be configured so that preemption can occur among these queues (preemption can only occur if jobs are in different queues).
- Only a releasable resource can be a preemption resource. LSF must be configured to release the preemption resource when the job is suspended (RELEASE=Y in `lsf.shared`, which is the default). You must configure this no matter what your preemption action is.
- LSF's preemption behavior must be modified. By default, LSF's default preemption action does not allow an application to release any resources, except for job slots and static shared resources.

Custom job controls for resource preemption

Why you have to customize LSF

By default, LSF's preemption action is to send a suspend signal (SIGSTOP) to stop the application. Some applications do not release resources when they get SIGSTOP. If this happens, the preemption resource does not become available, and the preempting job is not successful.

You modify LSF's default preemption behavior to make the application release the preemption resource when a job is preempted.

Customize the SUSPEND action

Ask your application vendor what job control signals or actions cause your application to suspend a job and release the preemption resources. You need to replace the default SUSPEND action (the SIGSTOP signal) with another signal or script that works properly with your application when it suspends the job. For example, your application might be able to catch SIGTSTP instead of SIGSTOP.

By default, LSF sends SIGCONT to resume suspended jobs. You should find out if this causes your application to take back the resources when it resumes the job. If not, you need to modify the RESUME action also.

Whatever changes you make to the SUSPEND job control affects all suspended jobs in the queue, including preempted jobs, jobs that are suspended because of load thresholds, and jobs that you suspend using LSF commands. Similarly, changes made to the RESUME job control also affect the whole queue.

Kill preempted jobs

If you want to use resource preemption, but cannot get your application to release or take back the resource, you can configure LSF to kill the low-priority job instead of suspending it. This method is less efficient because when you kill a job, you lose all the work, and you have to restart the job from the beginning.

- You can configure LSF to kill and requeue suspended jobs (use brequeue as the SUSPEND job control in lsb.queues). This kills all jobs that are suspended in the queue, not just preempted jobs.
- You can configure LSF to kill preempted jobs instead of suspending them (TERMINATE_WHEN=PREEMPT in lsb.queues). In this case, LSF does not restart the preempted job, you have to resubmit it manually.

Resource preemption steps

To make resource preemption useful, you may need to work through all of these steps.

1. Read.

   Before you set up resource preemption, you should understand the following:

   - Preemptive Scheduling
   - Resource Preemption
   - Resource Reservation
   - Customizing Resources
   - Customizing Job Controls
2. Plan.

When you plan how to set up resource preemption, consider:

- Custom job controls: Find out what signals or actions you can use with your application to control the preemption resource when you suspend and resume jobs.
- Existing cluster configuration: Your design might be based on preemptive queues or custom resources that are already configured in your cluster.
- Requirements for resource preemption: Your design must be able to work. If a host-based resource such as memory is the preemption resource, you cannot set up only one queue for each host because preemption occurs when 2 jobs are competing for the same resource.

3. Write the ELIM.
4. Configure LSF.
   a. `lsb.queues`
      - Set PREEMPTION in at least one queue (to PREEMPTIVE in a high-priority queue, or to PREEMPTABLE in a low-priority queue).
      - Set JOB_CONTROLS (or TERMINATE_WHEN) in the low-priority queues. Optional. Set RES_REQ to automatically reserve the custom resource.

   b. `lsf.shared`

      Define the custom resource in the Resource section.

   c. `lsb.params`
      - Set PREEMPTABLE_RESOURCES and specify the custom resource.
      - Optional. Set PREEMPTION_WAIT_TIME to specify how many seconds to wait for dynamic resources to become available.
      - Optional. Set PREEMPT_JOBTYPE to enable preemption of exclusive and backfill jobs. Specify one or both of the keywords EXCLUSIVE and BACKFILL. By default, exclusive and backfill jobs are only preempted if the exclusive low priority job is running on a host that is different than the one used by the preemptive high priority job.

   d. `lsf.cluster.`*`cluster_name`*

      Define how the custom resource is shared in the ResourceMap section.

   e. `lsf.task.`*`cluster_name`*

      Optional. Configure the RemoteTasks section to automatically reserve the custom resource.

5. Reconfigure LSF to make your changes take effect.
6. Operate.
   - Use resource reservation to reserve the preemption resource (this might be configured to occur automatically). For dynamic resources, you must specify a duration as well as a quantity.
   - Distribute jobs that use the preemption resource in way that allows preemption to occur between queues (this should happen as a result of the cluster design).

7. Track.

   Use **bparams -l** to view information about preemption configuration in your cluster.

Configure resource preemption

1. Configure preemptive scheduling (PREEMPTION in `lsb.queues`).

2. Configure the preemption resources (PREEMPTABLE_RESOURCES in `lsb.params`).

   Job slots are the default preemption resource. To define additional resources to use with preemptive scheduling, set PREEMPTABLE_RESOURCES in lsb.params, and specify the names of the custom resources as a space-separated list.

3. Customize the preemption action.

   Preemptive scheduling uses the SUSPEND and RESUME job control actions to suspend and resume preempted jobs. For resource preemption, it is critical that the preempted job releases the resource. You must modify LSF default job controls to make resource preemption work.

   - Suspend using a custom job control.

     To modify the default suspend action, set JOB_CONTROLS in `lsb.queues` and use replace the SUSPEND job control with a script or a signal that your application can catch. Do this for all queues where there could be preemptable jobs using the preemption resources.

     For example, if your application vendor tells you to use the SIGTSTP signal, set JOB_CONTROLS in `lsb.queues` and use SIGTSTP as the SUSPEND job control:

     ```
     JOB_CONTROLS = SUSPEND [SIGTSTP]
     ```

   - Kill jobs with **brequeue**.

     To kill and requeue preempted jobs instead of suspending them, set JOB_CONTROLS in `lsb.queues` and use brequeue as the SUSPEND job control:

     ```
     JOB_CONTROLS = SUSPEND [brequeue $LSB_JOBID]
     ```

     Do this for all queues where there could be preemptable jobs using the preemption resources. This kills a preempted job, and then requeues it so that it has a chance to run and finish successfully.

   - Kill jobs with TERMINATE_WHEN.

     To kill preempted jobs instead of suspending them, set TERMINATE_WHEN in lsb.queues to PREEMPT. Do this for all queues where there could be preemptable jobs using the preemption resources.

     If you do this, the preempted job does not get to run unless you resubmit it.

4. Optional. Configure the preemption wait time.

   To specify how long LSF waits for the ELIM to report that the resources are available, set PREEMPTION_WAIT_TIME in `lsb.params` and specify the number of seconds to wait. You cannot specify any less than the default time (300 seconds).

   For example, to make LSF wait for 8 minutes, specify

   ```
   PREEMPTION_WAIT_TIME=480
   ```

Memory preemption

Configure memory preemption

By default, memory is not be preemptable. To enable memory preemption, specify mem in the value of the **PREEMPTABLE_RESOURCES** parameter in `lsb.params`. Then, LSF will preempt on both slots and mem.

Jobs with rusage duration

Users are permitted to submit jobs with rusage duration on memory. However, rusage duration will not take effect on memory when memory preemption is enabled, and LSF will continue to reserve memory for a job while it resides on a host.

OS memory behavior

When a job is suspended, it may continue to occupy physical memory. Unless there is another process on the host that can use the memory, the job may not release memory. If LSF launches another job on the host that can use the memory, the OS should start swapping pages of the suspended job out to disk. LSF does not look at swap space as a criteria for preemption.

When jobs exceed their memory requests

If a low priority job exceeds memory allocation on a host and a high priority job needs that memory allocation, you cannot get that memory allocation back through preemption.

For example, suppose that a host has a total of 8 GB memory. A low priority job is submitted, requesting 4 GB memory. However, once the job starts it uses all 8 GB.

A high priority job is submitted that requests 8 GB. LSF sees that there is no memory free on the host. The preemption module calculates that 4 GB memory can be obtained by preempting the low priority job. This is insufficient for the high priority job, so no preemption occurs.

Guaranteed Resource Pools

About guaranteed resources

Guaranteed resource pools provide a minimum resource guarantee to consumers, and can optionally loan out guaranteed resources not in use. During job scheduling the order in which jobs are scheduled does not change, but some jobs have access to additional guaranteed resources. Once the guaranteed resources are used, jobs run outside the guarantee following whatever other scheduling features are configured.

Use guaranteed resources when you want LSF to reserve some amount of resources for a group of jobs. LSF allows for guarantees of:

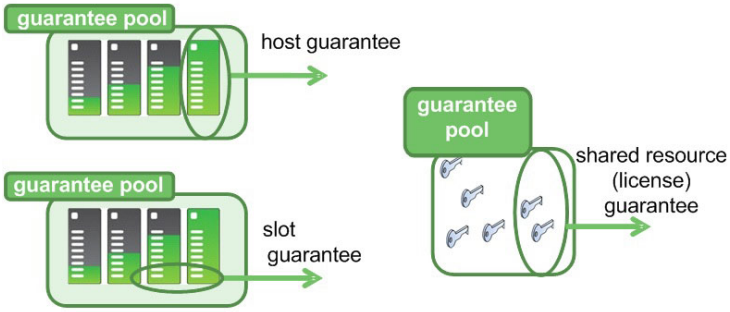
- Whole hosts
- Slots
- "Packages" composed of a number of slots and some amount of memory together on a host
- Licenses managed by License Scheduler

LSF uses service classes in order to group jobs for the purpose of providing guarantees. In the context of guarantees, a service class can be thought of as simply a job container. A job can be submitted to a service class with the **bsub -sla** option. You can configure access controls on a service class to control which jobs are allowed to use the service class. As well, you can configure LSF to automatically associate jobs with a service class that meet the access control criteria. A job can belong to at most one service class.

A guarantee policy requires you to specify the following:

- Resource pool: The pool is specified by a type of resource (whole hosts, slots, packages, or licenses). Also, for host-based resources (hosts, slots, and packages) you may specify the set hosts from which the resources are to be reserved.
- Guarantees: These are the amounts of the resource in the pool that should be reserved for each service class.

Note that a service class can potentially have guarantees in multiple pools.



Prior to scheduling jobs, LSF determines the number of free resources in each pool, and the number of resources that must be reserved in order to honor guarantees. Then, LSF considers jobs for dispatch according to whatever job prioritization policies are configured (queue priority, fairshare, job priority). LSF will limit job access to the resources in order to try to honor the guarantees made for the service classes.

Optionally, a guarantee policy can be configured such that resources not needed immediately for guarantees can be borrowed by other jobs. This allows LSF to maximize utilization of the pool resources, while ensure that specific groups of jobs can get minimum amounts of resources when needed.

Note that a guarantee policy will not affect job prioritization directly. Rather, it works by limiting the number of resources in a pool that a given job can use, based on the job's service class. The advantage of this approach is that guarantee policies can be combined with any job prioritization policy in LSF.

Normally, a pool will have a greater number of resources than the number of resources guaranteed from the pool to service classes. Resources in a pool in excess of what is required for guarantees can potentially be used by any job, regardless of service class, or even by jobs that are not associated with a service class.

Configuration overview of guaranteed resource pools

Basic service class configuration

Service classes are configured in lsb.serviceclasses. At a minimum, for each service class to be used in a guarantee policy, you must specify the following parameters:

- NAME = service_class_name: This is the name of the service class.

- GOALS = [GUARANTEE]: To distinguish from other types of service class, you must give the guarantee goal.

Optionally, your service class can have a description. Use the **DESCRIPTION** parameter.

The following is an example of a basic service class configuration:

```
Begin ServiceClass
NAME = myServiceClass
GOALS = [GUARANTEE]
DESCRIPTION = Example service class.
End ServiceClass
```

Once a service class is configured, you can submit jobs to this service class with the**bsub –sla** submission option:

```
bsub –sla myServiceClass ./a.out
```

The service class only defines the container for jobs. In order to complete the guarantee policy, you must also configure the pool. This is done in the GuaranteedResourcePool section of lsb.resources.

Basic guarantee policy configuration

At minimum, for GuaranteedResourcePool sections you need to provide values for the following parameters:

- **NAME** = pool_name: The name of the guarantee policy/pool.
- **TYPE** = `slots | hosts | package[slots=num_slots:mem=mem_amount] | resource[rsrc_name]`
  - The resources that compose the pool.
  - Package means that each unit guaranteed is composed of a number of slots, and some amount of memory together on the same host.
  - resource must be a License Scheduler managed resource.
- **DISTRIBUTION** = `[service_class, amount[%]] ...`
  - Describes the number of resources in the pool deserved by each service class.
  - A percentage guarantee means percentage of the guaranteed resources in the pool.

Optionally, you can also include a description of a GuaranteedResourcePool using the **DESCRIPTION** parameter.

The following is an example of a guaranteed resource pool configuration:

```
Begin GuaranteedResourcePool
NAME = myPool
Type = slots
DISTRIBUTION = [myServiceClass, 10] [yourServiceClass, 15]
DESCRIPTION = Example guarantee policy.
End GuaranteedResourcePool
```

Controlling access to a service class

You can control which jobs are allowed into a service class by setting the following parameter in the ServiceClass section:

ACCESS_CONTROL = [QUEUES[queue ...]] [USERS[[user_name] [user_group] ...]] [FAIRSHARE_GROUPS[user_group ...]] [APPS[app_name ...]] [PROJECTS[proj_name...]] [LIC_PROJECTS[license_proj...]]

Where:

- QUEUES: restricts access based on queue
- USERS: restricts access based on user
- FAIRSHARE_GROUPS: restricts access based on bsub –G option
- APPS: resticts access based on bsub –app option
- PROJECTS: restricts access based on bsub –P option
- LIC_PROJECTS: restricts access based on bsub –Lp option

When **ACCESS_CONTROL** is not configured for a service class, any job can be submitted to the service class with the `–sla` option. If **ACCESS_CONTROL** is configured and a job is submitted to the service class, but the job does not meet the access control criteria of the service class, then the submission is rejected.

The following example shows a service class that only accepts jobs from the priority queue (from user `joe`):

```
Begin ServiceClass
NAME = myServiceClass
GOALS = [GUARANTEE]
ACCESS_CONTROL = QUEUES[priority] USERS[joe]
DESCRIPTION = Example service class.
End ServiceClass
```

Have LSF automatically put jobs in service classes

A job can be associated with a service class by using the **bsub –sla** option to name the service class. You can configure a service class so that LSF will automatically try to put the job in the service class if the job meets the access control criteria. Use the following parameter in the ServiceClass definition:

AUTO_ATTACH=Y

When a job is submitted without a service class explicitly specified (i.e., the **bsub –sla** option is not specified) then LSF will consider the service classes with **AUTO_ATTACH**=Y and put the job in the first such service class for which the job meets the access control criteria. Each job can be associated with at most one service class.

The following is an example of a service class that automatically accepts jobs from user `joe` in queue priority:

```
Begin ServiceClass
NAME = myServiceClass
GOALS = [GUARANTEE]
ACCESS_CONTROL = QUEUES[priority] USERS[joe]
AUTO_ATTACH = Y
DESCRIPTION = Example service class.
End ServiceClass
```

Restricting the set of hosts in a guaranteed resource pool

Each host in the cluster can potentially belong to at most one pool of type, slots, hosts or package. To restrict the set of hosts that can belong to a pool, use the following parameters:

- **RES_SELECT** = select_string
- **HOSTS** = host | hostgroup ...

The syntax for **RES_SELECT** is the same as in **bsub –R "select[...]"**.

When LSF starts up, it goes through the hosts and assigns each host to a pool that will accept the host, based on the pool's RES_SELECT and HOSTS parameters. If multiple pools will accept the host, then the host will be assigned to the first pool according to the configuration order of the pools.

The following is an example of a guaranteed resource policy on hosts of type x86_64 from host group myHostGroup:

```
Begin GuaranteedResourcePool
NAME = myPool
TYPE = slots
RES_SELECT = type==X86_64
HOSTS = myHostGroup
DISTRIBUTION = [myServiceClass, 10] [yourServiceClass, 15]
End GuaranteedResourcePool
```

Loaning resources from a pool

When LSF schedules, it tries to reserve sufficient resources from the pool in order to honor guarantees. By default, if these reserved resources cannot be used immediately to satisfy guarantees, then they are left idle. Optionally, you can configure loaning to allow other jobs to use these resources when they are not needed immediately for guarantees.

To enable loaning, use the following parameter in the pool:

LOAN_POLICIES = QUEUES[all | queue_name ...] [RETAIN[amount[%]]] [DURATION[minutes]] [CLOSE_ON_DEMAND]

Where:

- **QUEUES**[all | queue_name ...]
  - This is the only required keyword.
  - Specifies which queues are allowed to loan from the pool.
  - As more queues are permitted to loan, this can potentially degrade scheduling performance, so be careful about adding queues if scheduling performance is a concern.
- **RETAIN**[amount[%]]
  - Without this keyword, LSF will potentially loan out all the resources in the pool to non-owners (i.e., those jobs without guarantees) when you enable loan policies, and there may never be a free package. Guaranteed jobs may starve (if resource reservation is not used). So **RETAIN** can be used as an alternative to resource reservation in such cases.
  - When **RETAIN** is set, then as long as there are unused guarantees, LSF will try to keep idle the amount of resources specified in **RETAIN**. These idle resources can only be used to honor guarantees. Whenever the number of free resources in the pool drops below the **RETAIN** amount, LSF stops loaning resources from the pool.
  - With **RETAIN**, LSF maintains an idle buffer. The number kept idle is: MIN(RETAIN, amount needed for unused guarantees).
  - For example, suppose that a service class owns 100% of a pool and **RETAIN** is 10. Initially, LSF will loan out all but 10 of the resources. If the service class then occupies those 10 resources, LSF will stop loaning to non-guaranteed jobs until more than 10 resources free up (as jobs finish).
- **DURATION**[minutes]
  - Specifies that only jobs with runtime (-W) or expected runtime (-We) less than the given number of minutes are permitted loans from the pool.

  - Means that if later there is demand from a service class with a guarantee in the pool, the service class will not have to wait longer than the **DURATION** before it is able to have its guarantee met.
- **CLOSE_ON_DEMAND**
  - Tells LSF that loaning should be disabled whenever there are pending jobs belonging to service classes with guarantees in the pool.
  - This is a very conservative policy. It should generally only be used when the service classes with guarantees in the pool have workload submitted to them only infrequently.

The following is an example of a guarantee package policy that loans resources to jobs in queue short, but keeps sufficient resources for 10 packages unavailable for loaning so it can honor guarantees immediately when there is demand from the service classes:

```
Begin GuaranteedResourcePool
NAME = myPool
TYPE = package[slots=1:mem=1024]
DISTRIBUTION = [myServiceClass, 10] [yourServiceClass, 15]
LOAN_POLICIES = QUEUES[short] RETAIN[10]
End GuaranteedResourcePool
```

Configuring a high priority queue to ignore guarantees

In some cases, you would like guarantees to apply to batch workload. However, for some high priority interactive or administrative workloads, you would like to get jobs running as soon as possible, without regard to guarantees.

You can configure a queue to ignore guarantee policies by setting the following parameter in the queue definition in lsb.queues:

SLA_GUARANTEES_IGNORE=Y

This parameter essentially allows the queue to violate any configured guarantee policies. The queue can take any resources that should be reserved for guarantees. As such, queues with this parameter set should have infrequent or limited workload.

The following example shows how to configure a high priority interactive queue to ignore guarantee policies:

```
Begin Queue
QUEUE_NAME = interactive
PRIORITY = 100
SLA_GUARANTEES_IGNORE = Y
DESCRIPTION = A high priority interactive queue that ignores all guarantee policies.
End Queue
```

Best practices for configuring guaranteed resource pools

- In each guarantee pool, hosts should be relatively homogeneous in terms of the resources that will be available to the jobs.
- Each job with a guarantee should ideally be able to fit within a single unit of the guaranteed resources.
  - In a slot type pool, each job with a guarantee should require only a single slot to run. Otherwise, multiple slots may be reserved on different hosts and the job may not run.
  - In a package type pool, each job should require only a single package.
- For each guarantee policy, you must give the list of queues able to loan from the pool. For each queue able to loan, LSF must try scheduling from the queue twice

during each scheduling session. This can potentially degrade scheduling performance. If scheduling performance is a concern, be sure to limit the number of queues able to loan.

- When configuring the **RES_SELECT** parameter for a pool, use only static resources (e.g. maxmem) instead of dynamically changing resources (e.g. mem).

Submitting jobs to use guarantees

For a job to access guaranteed resources, it must belong to a service class. A job in a service class can use resources that are guaranteed to that service class.

There are two ways a job can be associated with a service class:

- You can use the **bsub –sla** option to explicitly associate a job with a service class.
- You can submit a job without the **–sla** option, and LSF will put the job in the first service class (by configuration order) with **AUTO_ATTACH**=Y, such that the job meets the service class access control criteria.

For example, you can submit a job to service class myServiceClass: as follows:

```
bsub –sla myServiceClass ./a.out
```

Interactions with guarantee policies

A guarantee pool of host-based resources (slots, hosts, package) includes only hosts in the following states:

- ok
- closed_Busy
- closed_Excl
- closed_cu_Excl
- closed_Full

Hosts in other states are temporarily excluded from the pool, and any SLA jobs running on hosts in other states are not counted towards the guarantee.

Advance reservation

Hosts within an advance reservation are excluded from guaranteed resource pools.

Compute units

Configuring guaranteed resource pools and compute units with hosts in common is not recommended. If such configuration is required, do not submit jobs with compute unit requirements using the maxcus, balance, or excl keywords.

Queue-based fairshare

During loan scheduling, shares between queues are not preserved. If **SLOT_POOL** is defined in lsb.queues both the fairshare and guarantee limits apply.

Exclusive jobs

Using exclusive jobs with slot-type guaranteed resource pools is not recommended. Instead, use host-type pools.

MultiCluster

Leased hosts can be used in a guaranteed resource pool by including a host group with remote hosts in the **HOSTS** parameter.

Preemption

Guarantee SLA jobs can only be preempted by queues with `SLA_GUARANTEES_IGNORE=Y`. If a queue does not have this parameter set, jobs in this queue cannot trigger preemption of an SLA job. If an SLA job is suspended (e.g. by a bstop), jobs in queues without the parameter being set cannot make use of the slots released by the suspended job.

Jobs scheduled using loaned resources cannot trigger preemption.

Guarantee SLA jobs can preempt other jobs, and can use preemption to meet guarantees. Normally, jobs attached to guarantee-type SLAs cannot be preempted even if they are running outside any guarantees or outside any pools in which they have guarantees. The exception to this is when you set the parameter **SLA_GUARANTEES_IGNORE=y** in a preemptive queue to allow the queue to preempt jobs attached to guarantee SLAs.

Chunk jobs

Jobs running on loaned resources cannot be chunked.

Forced jobs (brun)

Jobs that are forced to run using **brun** can use resources regardless of guarantees.

Package guarantees

A package comprises some number of slots and some amount of memory all on a single host. Administrators can configure an SLA of a number of packages for jobs of a particular class. The idea is that a package has all the slot and memory resources for a single job of that class to run. Each job running in a guarantee pool must occupy the whole multiple of packages. Best practice is to define a package size based on the resource requirement of the jobs for which you made the guarantees.

Configuring guarantee package policies

Guarantee policies (pools) are configured in `lsb.resources`. For package guarantees, these policies specify:

- A set (pool) of hosts
- The resources in a package
- How many packages to reserve for each set of service classes
- Policies for loaning out reserved resources that are not immediately needed

Configuration is done the same as for a slot or host guarantee policy, with a `GuaranteedResourcePoolsection` in `lsb.resources`. The main difference being that the **TYPE** parameter is used to express the package resources. The following example is a guarantee package pool defined in `lsb.resources`:

```
Begin GuaranteedResourcePool
NAME = example_pool
TYPE = package[slots=1:mem=1000]
HOSTS = hgroup1
RES_SELECT = mem > 16000
DISTRIBUTION = ([sc1, 25%] [sc2, 25%] [sc3, 30%])
End GuaranteedResourcePool
```

A package need not have both slots and memory. Setting **TYPE**=`package[slots=1]` gives essentially the same result as a slot pool. It may be useful to have only slots in a package (and not mem) in order to provide guarantees for parallel jobs that

require multiple CPUs on a single host, where memory is not an important resource. It is likely not useful to configure guarantees of only memory without slots, although the feature supports this.

Each host can belong to at most one slot/host/package guarantee pool. At `mbatchd` startup time, it will go through hosts one by one. For each host, `mbatchd` will go through the list of guarantee pools in configuration order, and assign the host to the first pool for which the job meets the **RES_SELECT** and **HOSTS** criteria.

Total packages of a pool

The total packages of a pool is intended to represent the number of packages that can be supplied by the pool if there are no jobs running in the pool. This total is used for:

- Display purposes – **bresources** displays the total for each pool, as well as showing the pool status as overcommitted when the number guaranteed in the pool exceeds the total.
- Determining the actual number of packages to reserve when guarantees are given as percentages instead of absolute numbers.

LSF calculates the total packages of a pool by summing over all hosts in the pool, the total package each host. Hosts that are currently unavailable are not considered to be part of a pool. On each host in a pool, the total contributed by the host is the number of packages that fit into the MXJ and total memory of the host. For the purposes of computing the total packages of the host, `mbschd` estimates the total memory for LSF jobs as the minimum of:

- The total slots of the host (MXJ), and
- The maximum memory of the host, i.e. maxmem as reported by **lshosts**.

The total packages on a host is the number of packages that can fit into the total slots and maxmem of the host.. This way, if there are processes on the host not belonging to LSF jobs, the memory occupied by these processes does not count toward the total packages for the host. Even if we kill all the LSF jobs on the host, we may not be able to have LSF jobs use mem all the way to `maxmem`.

Memory on a host will be used by processes outside of LSF jobs. The result may be that even when there are no jobs running on a host, the number of free packages on the host is less than the total packages of the host. The free packages are computed from the available slots and available memory (mem).

Currently available packages in a pool

So that LSF knows how many packages to reserve during scheduling, LSF must track the number of available packages in each package pool. The number of packages available on a host in the pool is equal to the number of packages that fit into the free resources on the host. The available packages of a pool is simply this amount summed over all hosts in the pool.

For example, suppose there are 5 slots and 5 GB free on the host. Each package contains 2 slots and 2 GB memory. Therefore, there are 2 packages currently available on the host.

Hosts in other states are temporarily excluded from the pool, and any SLA jobs running on hosts in other states are not counted towards the guarantee.

Viewing guarantee policy information

Use the **bsla** command to view guarantee policy information from the point of view of a service class. For service classes with guarantee goals, the command lists configuration information for the service class, as well as dynamic information for the guarantees made to that service class in the various pools.

The following is an example of output from the **bsla** command:

```
bsla
SERVICE CLASS NAME:  sla1
 -- SLA ONE
ACCESS CONTROL:      QUEUES[normal]
AUTO ATTACH:         Y
GOAL:                GUARANTEE
                                    GUARANTEE  GUARANTEE   TOTAL
POOL NAME                     TYPE     CONFIG       USED    USED
 mypack                     package         74          0       0
SERVICE CLASS NAME:  sla2
 -- SLA TWO
ACCESS CONTROL:      QUEUES[priority]
AUTO ATTACH:         Y
GOAL:                GUARANTEE
                                    GUARANTEE  GUARANTEE   TOTAL
POOL NAME                     TYPE     CONFIG       USED    USED
 mypack                     package         18          0       0
```

bresources –g provides information on guarantee policies. It gives a basic summary of the dynamic info of the guarantee pools.

This can also be used together with the **–l** option: **bresources –g –l**. This displays more details about the guarantee policies, including showing what is guaranteed and in use by each of the service classes with a guarantee in the pool. For example:

```
> bresources –gl package_pool
GUARANTEED RESOURCE POOL: package_pool
TYPE: package[slots=1:mem=1000]
DISTRIBUTION: [sc1, 15] [sc2, 10]
LOAN_POLICIES: QUEUES[all]
HOSTS: all
STATUS: ok
RESOURCE SUMMARY:
  TOTAL                        130
  FREE                           7
  GUARANTEE CONFIGURED          25
  GUARANTEE USED                18
                                    GUAR       GUAR      TOTAL
CONSUMERS                         CONFIG       USED       USED
sc1                                   15          8          8
sc2                                   10         10         41
```

The **–m** option can be used together with **–g** and **–l** to get additional host information, including:

- Total packages on the host
- Currently available packages on the host
- Number of packages allocated on the host to jobs with guarantees in the pool
- Number of packages occupied by jobs without guarantees in the pool.

The following example shows hosts in a package pool:

```
> bresources -glm
GUARANTEED RESOURCE POOL: mypack
Guaranteed package policy, where each package comprises slots and memory together on a single host

TYPE: package[slots=1:mem=100]
DISTRIBUTION: [sla1, 80%] [sla2, 20%]
HOSTS: all
STATUS: ok

RESOURCE SUMMARY:
  TOTAL                         92
  FREE                          92

  GUARANTEE CONFIGURED          92
  GUARANTEE USED                 0

                           GUARANTEE    GUARANTEE     TOTAL
CONSUMERS                     CONFIG         USED      USED
  sla1                            74            0         0
  sla2                            18            0         0

                                                    USED BY   USED BY
HOSTS                TOTAL       FREE    CONSUMERS    OTHERS
  bighp2                 8          8            0         0
  db05b02               12         12            0         0
  intel15                8          8            0         0
  intel4                40         40            0         0
  qataix07               2          2            0         0
  delpe01                2          2            0         0
  sgixe240               4          4            0         0
  bigiron02             16         16            0         0
```

Goal-Oriented SLA-Driven Scheduling

Using goal-oriented SLA scheduling

Goal-oriented SLA scheduling policies help you configure your workload so jobs are completed on time. They enable you to focus on the “what and when” of your projects, not the low-level details of "how" resources need to be allocated to satisfy various workloads.

Service-level agreements in LSF

A service-level agreement (SLA) defines how a service is delivered and the parameters for the delivery of a service. It specifies what a service provider and a service recipient agree to, defining the relationship between the provider and recipient with respect to a number of issues, among them:

- Services to be delivered
- Performance
- Tracking and reporting
- Problem management

An SLA in LSF is a "just-in-time" scheduling policy that defines an agreement between LSF administrators and LSF users. The SLA scheduling policy defines how many jobs should be run from each SLA to meet the configured goals.

Service classes

SLA definitions consist of service-level goals that are expressed in individual service classes. A service class is the actual configured policy that sets the

service-level goals for the LSF system. The SLA defines the workload (jobs or other services) and users that need the work done, while the service class that addresses the SLA defines individual goals, and a time window when the service class is active.

Service-level goals can be grouped into two mutually exclusive varieties: guarantee goals which are resource based, and time-based goals which include velocity, throughput, and deadline goals. Time-based goals allow control over the number of jobs running at any one time, while resource-based goals allow control over resource allocation.

Service level goals

You configure the following kinds of goals:

Deadline goals

A specified number of jobs should be completed within a specified time window. For example, run all jobs submitted over a weekend. Deadline goals are time-based.

Velocity goals

Expressed as concurrently running jobs. For example: maintain 10 running jobs between 9:00 a.m. and 5:00 p.m. Velocity goals are well suited for short jobs (run time less than one hour). Such jobs leave the system quickly, and configuring a velocity goal ensures a steady flow of jobs through the system.

Throughput goals

Expressed as number of finished jobs per hour. For example: Finish 15 jobs per hour between the hours of 6:00 p.m. and 7:00 a.m. Throughput goals are suitable for medium to long running jobs. These jobs stay longer in the system, so you typically want to control their rate of completion rather than their flow.

Combined goals

You might want to set velocity goals to maximize quick work during the day, and set deadline and throughput goals to manage longer running work on nights and over weekends.

How service classes perform goal-oriented scheduling

Goal-oriented scheduling makes use of other, lower level LSF policies like queues and host partitions to satisfy the service-level goal that the service class expresses. The decisions of a service class are considered first before any queue or host partition decisions. Limits are still enforced with respect to lower level scheduling objects like queues, hosts, and users.

Optimum number of running jobs

As jobs are submitted, LSF determines the optimum number of job slots (or concurrently running jobs) needed for the service class to meet its service-level goals. LSF schedules a number of jobs at least equal to the optimum number of slots calculated for the service class.

LSF attempts to meet SLA goals in the most efficient way, using the optimum number of job slots so that other service classes or other types of work in the cluster can still progress. For example, in a service class that defines a deadline goal, LSF spreads out the work over the entire time window for the goal,

which avoids blocking other work by not allocating as many slots as possible at the beginning to finish earlier than the deadline.

Submitting jobs to a service class

Use the **bsub -sla service_class_name** to submit a job to a service class for SLA-driven scheduling.

You submit jobs to a service class as you would to a queue, except that a service class is a higher level scheduling policy that makes use of other, lower level LSF policies like queues and host partitions to satisfy the service-level goal that the service class expresses.

For example:

```
% bsub -W 15 -sla Kyuquot sleep 100
```

submits the UNIX command sleep together with its argument 100 as a job to the service class named Kyuquot.

The service class name where the job is to run is configured in `lsb.serviceclasses`. If the SLA does not exist or the user is not a member of the service class, the job is rejected.

Outside of the configured time windows, the SLA is not active and LSF schedules jobs without enforcing any service-level goals. Jobs will flow through queues following queue priorities even if they are submitted with `-sla`.

Submit with run limit

You should submit your jobs with a run time limit (-W option) or the queue should specify a run time limit (RUNLIMIT in the queue definition in lsb.queues). If you do not specify a run time limit, LSF automatically adjusts the optimum number of running jobs according to the observed run time of finished jobs.

-sla and -g options

You cannot use the `-g` option with `-sla`. A job can either be attached to a job group or a service class, but not both.

Modifying SLA jobs (bmod)

Use the -sla option of bmod to modify the service class a job is attached to, or to attach a submitted job to a service class. Use bmod -slan to detach a job from a service class. For example:

```
% bmod -sla Kyuquot 2307
```

Attaches job 2307 to the service class Kyuquot.

```
% bmod -slan 2307
```

Detaches job 2307 from the service class Kyuquot.

You cannot:

- Use **-sla** with other **bmod** options.

- Modify the service class of jobs already attached to a job group.

Configuring Service Classes for SLA Scheduling

Configure service classes in `LSB_CONFDIR/cluster_name/configdir/lsb.serviceclasses`. Each service class is defined in a ServiceClass section.

Each service class section begins with the line `Begin ServiceClass` and ends with the line `End ServiceClass`. You must specify:

- A service class name
- At least one goal (deadline, throughput, or velocity) and a time window when the goal is active
- A service class priority

All other parameters are optional. You can configure as many service class sections as you need.

Note: The name you use for your service classes cannot be the same as an existing host partition or user group name.

User groups for service classes

You can control access to the SLA by configuring a user group for the service class. If LSF user groups are specified in `lsb.users`, each user in the group can submit jobs to this service class. If a group contains a subgroup, the service class policy applies to each member in the subgroup recursively. The group can define fairshare among its members, and the SLA defined by the service class enforces the fairshare policy among the users in the user group configured for the SLA.

Service class priority

A higher value indicates a higher priority, relative to other service classes. Similar to queue priority, service classes access the cluster resources in priority order. LSF schedules jobs from one service class at a time, starting with the highest-priority service class. If multiple service classes have the same priority, LSF runs all the jobs from these service classes in first-come, first-served order.

Service class priority in LSF is completely independent of the UNIX scheduler's priority system for time-sharing processes. In LSF, the **NICE** parameter is used to set the UNIX time-sharing priority for batch jobs.

Any guaranteed resources remaining idle at the end of a scheduling session may be loaned to jobs if loaning is enabled in the guaranteed resource pool (`lsb.resources`).

Service class configuration examples

- The service class `Uclulet` defines one deadline goal that is active during working hours between 8:30 AM and 4:00 PM. All jobs in the service class should complete by the end of the specified time window. Outside of this time window, the SLA is inactive and jobs are scheduled without any goal being enforced:

```
Begin ServiceClass
NAME = Uclulet
PRIORITY = 20
GOALS = [DEADLINE timeWindow (8:30-16:00)]
DESCRIPTION = "working hours"
End ServiceClass
```

- The service class Nanaimo defines a deadline goal that is active during the weekends and at nights:

```
Begin ServiceClass
NAME = Nanaimo
PRIORITY = 20
GOALS = [DEADLINE timeWindow (5:18:00-1:8:30 20:00-8:30)]
DESCRIPTION = "weekend nighttime regression tests"
End ServiceClass
```

- The service class Inuvik defines a throughput goal of 6 jobs per hour that is always active:

```
Begin ServiceClass
NAME = Inuvik
PRIORITY = 20
GOALS = [THROUGHPUT 6 timeWindow ()]
DESCRIPTION = "constant throughput"
End ServiceClass
```

  To configure a time window that is always open, use the timeWindow keyword with empty parentheses.

- The service class Tofino defines two velocity goals in a 24 hour period. The first goal is to have a maximum of 10 concurrently running jobs during business hours (9:00 a.m. to 5:00 p.m). The second goal is a maximum of 30 concurrently running jobs during off-hours (5:30 p.m. to 8:30 a.m.):

```
Begin ServiceClass
NAME = Tofino
PRIORITY = 20
GOALS = [VELOCITY 10 timeWindow (9:00-17:00)] \
        [VELOCITY 30 timeWindow (17:30-8:30)]
DESCRIPTION = "day and night velocity"
End ServiceClass
```

- The service class Kyuquot defines a velocity goal that is active during working hours (9:00 a.m. to 5:30 p.m.) and a deadline goal that is active during off-hours (5:30 p.m. to 9:00 a.m.) Only users user1 and user2 can submit jobs to this service class:

```
Begin ServiceClass
NAME = Kyuquot
PRIORITY = 23
GOALS = [VELOCITY 8 timeWindow (9:00-17:30)] \
    [DEADLINE timeWindow (17:30-9:00)]
DESCRIPTION = "Daytime/Nighttime SLA"
End ServiceClass
```

- The service class Tevere defines a combination similar to Kyuquot, but with a deadline goal that takes effect overnight and on weekends. During the working hours in weekdays the velocity goal favors a mix of short and medium jobs:

```
Begin ServiceClass
NAME = Tevere
PRIORITY = 20
GOALS = [VELOCITY 100 timeWindow (9:00-17:00)] \
        [DEADLINE timeWindow (17:30-8:30 5:17:30-1:8:30)]
DESCRIPTION = "nine to five"
End ServiceClass
```

When an SLA is missing its goal

Use the **CONTROL_ACTION** parameter in your service class to configure an action to be run if the SLA goal is delayed for a specified number of minutes.

```
CONTROL_ACTION=VIOLATION_PERIOD[minutes] CMD [action]
```

If the SLA goal is delayed for longer than **VIOLATION_PERIOD**, the action specified by CMD is invoked. The violation period is reset and the action runs again if the SLA is still active when the violation period expires again. If the SLA has multiple active goals that are in violation, the action is run for each of them. For example:

```
CONTROL_ACTION=VIOLATION_PERIOD[10] CMD [echo `date`:
SLA is in violation >> ! /tmp/sla_violation.log]
```

SLA policies - preemption, chunk jobs and statistics files

- SLA jobs cannot be preempted. You should avoid running jobs belonging to an SLA in low priority queues.
- SLA jobs will not get chunked. You should avoid submitting SLA jobs to a chunk job queue.
- Each active SLA goal generates a statistics file for monitoring and analyzing the system. When the goal becomes inactive the file is no longer updated. The files are created in the `LSB_SHAREDIR/cluster_name/logdir/SLA` directory. Each file name consists of the name of the service class and the goal type.

  For example the file named `Quadra.deadline` is created for the deadline goal of the service class name Quadra. The following file named `Tofino.velocity` refers to a velocity goal of the service class named Tofino:

```
% cat Tofino.velocity
# service class Tofino velocity, NJOBS, NPEND (NRUN + NSSUSP + NUSUSP), (NDONE + NEXIT)
  17/9      15:7:34   1063782454 2 0 0 0 0
  17/9      15:8:34   1063782514 2 0 0 0 0
  17/9      15:9:34   1063782574 2 0 0 0 0
# service class Tofino velocity, NJOBS, NPEND (NRUN + NSSUSP + NUSUSP), (NDONE + NEXIT)
  17/9      15:10:10   1063782610 2 0 0 0 0
```

Viewing Information about SLAs and Service Classes

Monitoring the progress of an SLA (bsla)

Use **bsla** to display the properties of service classes configured in `lsb.serviceclasses` and dynamic state information for each service class. The following are some examples:

- One velocity goal of service class Tofino is active and on time. The other configured velocity goal is inactive.

```
% bsla
SERVICE CLASS NAME: Tofino
-- day and night velocity
PRIORITY = 20
GOAL:  VELOCITY 30
ACTIVE WINDOW: (17:30-8:30)
STATUS:  Inactive
SLA THROUGHPUT:  0.00 JOBS/CLEAN_PERIOD
GOAL: VELOCITY 10
ACTIVE WINDOW: (9:00-17:00)
STATUS: Active:On time
SLA THROUGHPUT:  10.00 JOBS/CLEAN_PERIOD
 NJOBS   PEND    RUN     SSUSP   USUSP   FINISH
  300    280      10        0       0      10
```

- The deadline goal of service class Uclulet is not being met, and **bsla** displays status `Active:Delayed`.

```
% bsla
SERVICE CLASS NAME: Uclulet
-- working hours
PRIORITY = 20
GOAL:  DEADLINE
ACTIVE WINDOW: (8:30-19:00)
STATUS:  Active:Delayed
```

```
SLA THROUGHPUT:  0.00 JOBS/CLEAN_PERIOD
ESTIMATED FINISH TIME:  (Tue Oct 28 06:17)
OPTIMUM NUMBER OF RUNNING JOBS:  6
 NJOBS   PEND    RUN     SSUSP   USUSP   FINISH
   40     39       1        0       0       0
```

- The configured velocity goal of the service class Kyuquot is active and on time. The configured deadline goal of the service class is inactive.

```
% bsla Kyuquot
SERVICE CLASS NAME: Kyuquot
-- Daytime/Nighttime SLA
PRIORITY = 23
USER_GROUP:  user1 user2
GOAL:  VELOCITY 8
ACTIVE WINDOW: (9:00-17:30)
STATUS:  Active:On time
SLA THROUGHPUT:  0.00 JOBS/CLEAN_PERIOD
GOAL: DEADLINE
ACTIVE WINDOW: (17:30-9:00)
STATUS: Inactive
SLA THROUGHPUT:  0.00 JOBS/CLEAN_PERIOD
 NJOBS   PEND    RUN     SSUSP   USUSP   FINISH
    0      0       0        0       0       0
```

- The throughput goal of service class Inuvik is always active. **bsla** displays:
  - Status as active and on time
  - An optimum number of 5 running jobs to meet the goal
  - Actual throughput of 10 jobs per hour based on the last CLEAN_PERIOD

```
% bsla Inuvik
SERVICE CLASS NAME: Inuvik
-- constant throughput
PRIORITY = 20
GOAL:  THROUGHPUT 6
ACTIVE WINDOW: Always Open
STATUS:  Active:On time
SLA THROUGHPUT:  10.00 JOBS/CLEAN_PERIOD
OPTIMUM NUMBER OF RUNNING JOBS:  5
 NJOBS   PEND    RUN     SSUSP   USUSP   FINISH
   110     95      5        0       0      10
```

Tracking historical behavior of an SLA (bacct)

Use **bacct** to display historical performance of a service class. For example, service classes Inuvik and Tuktoyaktuk configure throughput goals.

```
% bsla
SERVICE CLASS NAME: Inuvik
-- throughput 6
PRIORITY = 20
GOAL:  THROUGHPUT 6
ACTIVE WINDOW: Always Open
STATUS:  Active:On time
SLA THROUGHPUT:  10.00 JOBS/CLEAN_PERIOD
OPTIMUM NUMBER OF RUNNING JOBS:  5
 NJOBS   PEND    RUN     SSUSP   USUSP   FINISH
   111     94      5        0       0      12
------------------------------------------------------------
SERVICE CLASS NAME: Tuktoyaktuk
-- throughput 3
PRIORITY = 15
GOAL:  THROUGHPUT 3
ACTIVE WINDOW: Always Open
STATUS:  Active:On time
SLA THROUGHPUT:  4.00 JOBS/CLEAN_PERIOD
```

```
OPTIMUM NUMBER OF RUNNING JOBS:  4
 NJOBS   PEND    RUN     SSUSP   USUSP   FINISH
  104     96       4        0       0       4
```

These two service classes have the following historical performance. For SLA Inuvik, **bacct** shows a total throughput of 8.94 jobs per hour over a period of 20.58 hours:

```
% bacct -sla Inuvik
Accounting information about jobs that are:
 - submitted by users user1,
 - accounted on all projects.
 - completed normally or exited
 - executed on all hosts.
 - submitted to all queues.
 - accounted on service classes Inuvik,
------------------------------------------------------------
SUMMARY:      ( time unit: second )
 Total number of done jobs:     183      Total number of exited jobs:     1
 Total CPU time consumed:      40.0      Average CPU time consumed:     0.2
 Maximum CPU time of a job:     0.3      Minimum CPU time of a job:     0.1
 Total wait time in queues: 1947454.0
 Average wait time in queue:10584.0
 Maximum wait time in queue:18912.0      Minimum wait time in queue:    7.0
 Average turnaround time:     12268 (seconds/job)
 Maximum turnaround time:     22079      Minimum turnaround time:      1713
 Average hog factor of a job:  0.00 ( cpu time / turnaround time )
 Maximum hog factor of a job:  0.00      Minimum hog factor of a job:  0.00
 Total throughput:             8.94 (jobs/hour)  during   20.58 hours
 Beginning time:       Oct 11 20:23      Ending time:          Oct 12 16:58
```

For SLA Tuktoyaktuk, **bacct** shows a total throughput of 4.36 jobs per hour over a period of 19.95 hours:

```
% bacct -sla Tuktoyaktuk
Accounting information about jobs that are:
 - submitted by users user1,
 - accounted on all projects.
 - completed normally or exited
 - executed on all hosts.
 - submitted to all queues.
 - accounted on service classes Tuktoyaktuk,
------------------------------------------------------------
SUMMARY:      ( time unit: second )
 Total number of done jobs:      87      Total number of exited jobs:     0
 Total CPU time consumed:      18.0      Average CPU time consumed:     0.2
 Maximum CPU time of a job:     0.3      Minimum CPU time of a job:     0.1
 Total wait time in queues: 2371955.0
 Average wait time in queue:27263.8
 Maximum wait time in queue:39125.0      Minimum wait time in queue:    7.0
 Average turnaround time:     30596 (seconds/job)
 Maximum turnaround time:     44778      Minimum turnaround time:      3355
 Average hog factor of a job:  0.00 ( cpu time / turnaround time )
 Maximum hog factor of a job:  0.00      Minimum hog factor of a job:  0.00
 Total throughput:             4.36 (jobs/hour)  during   19.95 hours
 Beginning time:       Oct 11 20:50      Ending time:          Oct 12 16:47
```

Because the run times are not uniform, both service classes actually achieve higher throughput than configured.

Time-based service classes

Time-based service classes configure workload based on the number of jobs running at any one time. Goals for deadline, throughput, and velocity of jobs ensure that your jobs are completed on time and reduce the risk of missed deadlines.

Time-based SLA scheduling makes use of other, lower level LSF policies like queues and host partitions to satisfy the service-level goal that the service class expresses. The decisions of a time-based service class are considered first before any queue or host partition decisions. Limits are still enforced with respect to lower level scheduling objects like queues, hosts, and users.

Optimum number of running jobs

As jobs are submitted, LSF determines the optimum number of job slots (or concurrently running jobs) needed for the time-based service class to meet its goals. LSF schedules a number of jobs at least equal to the optimum number of slots that are calculated for the service class.

LSF attempts to meet time-based goals in the most efficient way, using the optimum number of job slots so that other service classes or other types of work in the cluster can still progress. For example, in a time-based service class that defines a deadline goal, LSF spreads out the work over the entire time window for the goal, which avoids blocking other work by not allocating as many slots as possible at the beginning to finish earlier than the deadline.

You should submit time-based SLA jobs with a run time limit at the job level (**-W** option), the application level (RUNLIMIT parameter in the application definition in `lsb.applications`), or the queue level (RUNLIMIT parameter in the queue definition in **`lsb.queues`**). You can also submit the job with a run time estimate defined at the application level (RUNTIME parameter in `lsb.applications`) instead of or in conjunction with the run time limit.

The following table describes how LSF uses the values that you provide for time-based SLA scheduling.

If you specify...	And...	Then...
A run time limit and a run time estimate	The run time estimate is less than or equal to the run time limit	LSF uses the run time estimate to compute the optimum number of running jobs.
A run time limit	You do not specify a run time estimate, or the estimate is greater than the limit	LSF uses the run time limit to compute the optimum number of running jobs.
A run time estimate	You do not specify a run time limit	LSF uses the run time estimate to compute the optimum number of running jobs.
Neither a run time limit nor a run time estimate		LSF automatically adjusts the optimum number of running jobs according to the observed run time of finished jobs.

Time-based service class priority

A higher value indicates a higher priority, relative to other time-based service classes. Similar to queue priority, time-based service classes access the cluster resources in priority order.

LSF schedules jobs from one time-based service class at a time, starting with the highest-priority service class. If multiple time-based service classes have the same priority, LSF runs the jobs from these service classes in the order the service classes are configured in `lsb.serviceclasses`.

Time-based service class priority in LSF is completely independent of the UNIX scheduler's priority system for time-sharing processes. In LSF, the NICE parameter is used to set the UNIX time-sharing priority for batch jobs.

User groups for time-based service classes

You can control access to time-based SLAs by configuring a user group for the service class. If LSF user groups are specified in `lsb.users`, each user in the group can submit jobs to this service class. If a group contains a subgroup, the service class policy applies to each member in the subgroup recursively. The group can define fairshare among its members, and the SLA defined by the service class enforces the fairshare policy among the users in the user group configured for the SLA.

By default, all users in the cluster can submit jobs to the service class.

Time-based SLA limitations

MultiCluster

Platform MultiCluster does not support time-based SLAs.

Preemption

Time-based SLA jobs cannot be preempted. You should avoid running jobs belonging to an SLA in low priority queues.

Chunk jobs

SLA jobs will not get chunked. You should avoid submitting SLA jobs to a chunk job queue.

Resizable jobs

For resizable job allocation requests, since the job itself has already started to run, LSF bypasses dispatch rate checking and continues scheduling the allocation request.

Time-based SLA statistics files

Each time-based SLA goal generates a statistics file for monitoring and analyzing the system. When the goal becomes inactive the file is no longer updated. Files are created in the `LSB_SHAREDIR/cluster_name/logdir/SLA` directory. Each file name consists of the name of the service class and the goal type.

For example, the file named `Quadra.deadline` is created for the deadline goal of the service class name `Quadra`. The following file named `Tofino.velocity` refers to a velocity goal of the service class named `Tofino`:

```
cat Tofino.velocity
# service class Tofino velocity, NJOBS, NPEND (NRUN + NSSUSP + NUSUSP), (NDONE + NEXIT)
17/9      15:7:34   1063782454 2 0 0 0 0
17/9      15:8:34   1063782514 2 0 0 0 0
17/9      15:9:34   1063782574 2 0 0 0 0
# service class Tofino velocity, NJOBS, NPEND (NRUN + NSSUSP + NUSUSP), (NDONE + NEXIT)
17/9      15:10:10   1063782610 2 0 0 0 0
```

Configure time-based service classes

Configure time-based service classes in LSB_CONFDIR/*cluster_name*/configdir/lsb.serviceclasses.

Each ServiceClass section begins with the line Begin ServiceClass and ends with the line End ServiceClass. For time-based service classes, you must specify:

1. A service class name
2. At least one goal (deadline, throughput, or velocity) and a time window when the goal is active
3. A service class priority

Other parameters are optional. You can configure as many service class sections as you need.

Important:

The name that you use for your service class cannot be the same as an existing host partition or user group name.

Time-based configuration examples

- The service class Sooke defines one deadline goal that is active during working hours between 8:30 AM and 4:00 PM. All jobs in the service class should complete by the end of the specified time window. Outside of this time window, the SLA is inactive and jobs are scheduled without any goal being enforced:

```
Begin ServiceClass
NAME = Sooke
PRIORITY = 20
GOALS = [DEADLINE timeWindow (8:30-16:00)]
DESCRIPTION="working hours"
End ServiceClass
```

- The service class Nanaimo defines a deadline goal that is active during the weekends and at nights.

```
Begin ServiceClass
NAME = Nanaimo
PRIORITY = 20
GOALS = [DEADLINE timeWindow (5:18:00-1:8:30 20:00-8:30)]
DESCRIPTION="weekend nighttime regression tests"
End ServiceClass
```

- The service class Sidney defines a throughput goal of 6 jobs per hour that is always active:

```
Begin ServiceClass
NAME = Sidney
PRIORITY = 20
GOALS = [THROUGHPUT 6 timeWindow ()]
DESCRIPTION="constant throughput"
End ServiceClass
```

  Tip:

  To configure a time window that is always open, use the timeWindow keyword with empty parentheses.

- The service class Tofino defines two velocity goals in a 24 hour period. The first goal is to have a maximum of 10 concurrently running jobs during business hours (9:00 a.m. to 5:00 p.m). The second goal is a maximum of 30 concurrently running jobs during off-hours (5:30 p.m. to 8:30 a.m.)

```
Begin ServiceClass
NAME = Tofino
PRIORITY = 20
GOALS = [VELOCITY 10 timeWindow (9:00-17:00)] \
        [VELOCITY 30 timeWindow (17:30-8:30)]
DESCRIPTION="day and night velocity"
End ServiceClass
```

- The service class Duncan defines a velocity goal that is active during working hours (9:00 a.m. to 5:30 p.m.) and a deadline goal that is active during off-hours (5:30 p.m. to 9:00 a.m.) Only users user1 and user2 can submit jobs to this service class.

```
Begin ServiceClass
NAME = Duncan
PRIORITY = 23
USER_GROUP = user1 user2
GOALS = [VELOCITY 8 timeWindow (9:00-17:30)] \
        [DEADLINE timeWindow (17:30-9:00)]
DESCRIPTION="Daytime/Nighttime SLA"
End ServiceClass
```

- The service class Tevere defines a combination similar to Duncan, but with a deadline goal that takes effect overnight and on weekends. During the working hours in weekdays the velocity goal favors a mix of short and medium jobs.

```
Begin ServiceClass
NAME = Tevere
PRIORITY = 20
GOALS = [VELOCITY 100 timeWindow (9:00-17:00)] \
        [DEADLINE timeWindow (17:30-8:30 5:17:30-1:8:30)]
DESCRIPTION="nine to five" End ServiceClass
```

Time-based SLA examples

A simple deadline goal

The following service class configures an SLA with a simple deadline goal with a half hour time window.

```
Begin ServiceClass
NAME = Quadra
PRIORITY = 20
GOALS = [DEADLINE  timeWindow (16:15-16:45)]
DESCRIPTION = short window
End ServiceClass
```

Six jobs submitted with a run time of 5 minutes each will use 1 slot for the half hour time window. **bsla** shows that the deadline can be met:

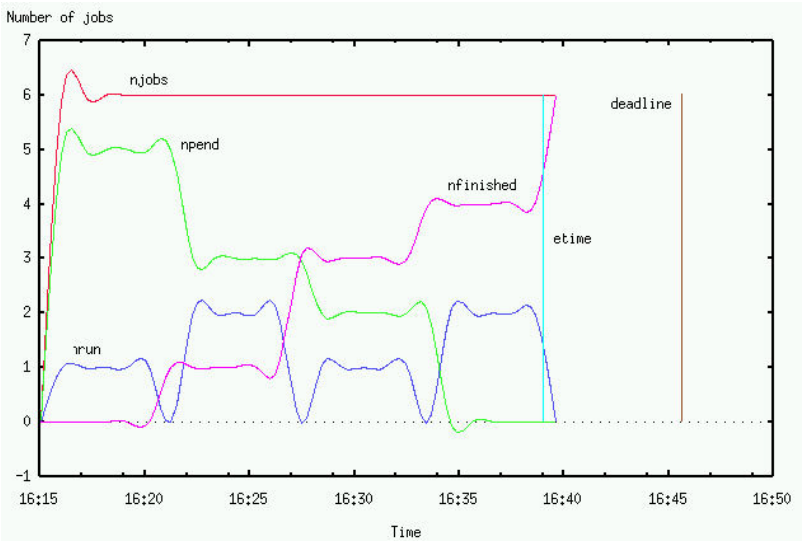
```
bsla Quadra
SERVICE CLASS NAME:  Quadra
  -- short window
PRIORITY:  20

GOAL:  DEADLINE
ACTIVE WINDOW: (16:15-16:45)
STATUS:  Active:On time
ESTIMATED FINISH TIME:  (Wed Jul  2 16:38)
OPTIMUM NUMBER OF RUNNING JOBS:  1

NJOBS   PEND    RUN     SSUSP   USUSP   FINISH
 6      5        1        0      0       0
```

The following illustrates the progress of the SLA to the deadline. The optimum number of running jobs in the service class (nrun) is maintained at a steady rate of 1 job at a time until near the completion of the SLA.

When the finished job curve (nfinished) meets the total number of jobs curve (njobs) the deadline is met. All jobs are finished well ahead of the actual configured deadline, and the goal of the SLA was met.



An overnight run with two service classes

bsla shows the configuration and status of two service classes Qualicum and Comox:

- Qualicum has a deadline goal with a time window which is active overnight:

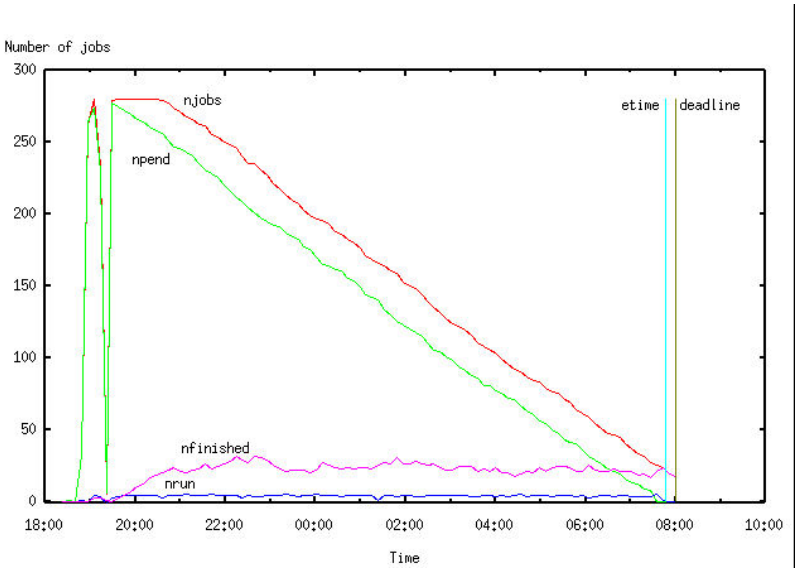
```
bsla Qualicum
SERVICE CLASS NAME:  Qualicum
PRIORITY:  23

GOAL:  VELOCITY 8
ACTIVE WINDOW: (8:00-18:00)
STATUS:  Inactive
SLA THROUGHPUT:  0.00 JOBS/CLEAN_PERIOD

GOAL:  DEADLINE
ACTIVE WINDOW: (18:00-8:00)
STATUS:  Active:On time
ESTIMATED FINISH TIME:  (Thu Jul 10 07:53)
OPTIMUM NUMBER OF RUNNING JOBS:  2

NJOBS   PEND    RUN     SSUSP   USUSP   FINISH
 280    278      2        0       0        0
```

The following illustrates the progress of the deadline SLA Qualicum running 280 jobs overnight with random runtimes until the morning deadline. As with the simple deadline goal example, when the finished job curve (nfinished) meets the total number of jobs curve (njobs) the deadline is met with all jobs completed ahead of the configured deadline.



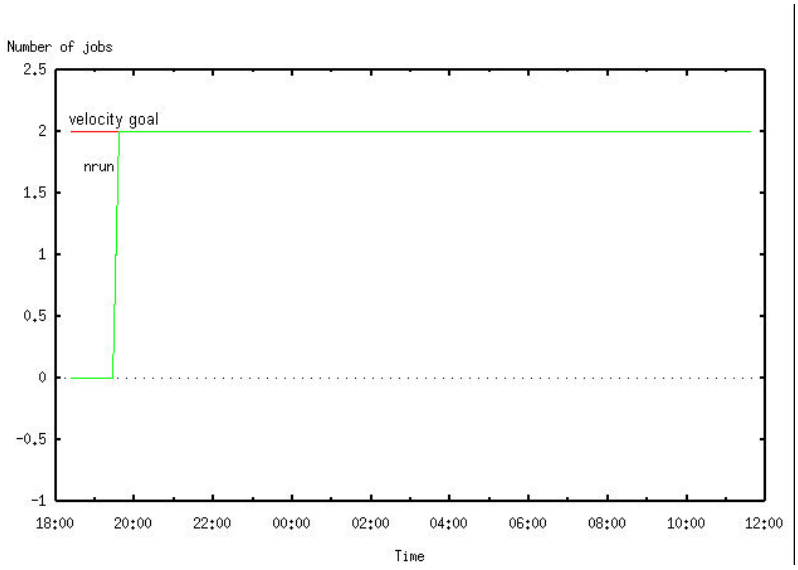
- Comox has a velocity goal of 2 concurrently running jobs that is always active:

```
bsla Comox
SERVICE CLASS NAME:  Comox
PRIORITY:  20

GOAL:  VELOCITY 2
ACTIVE WINDOW: Always Open
STATUS:  Active:On time
SLA THROUGHPUT:  2.00 JOBS/CLEAN_PERIOD

NJOBS   PEND    RUN     SSUSP   USUSP   FINISH
 100     98       2         0       0        0
```

  The following illustrates the progress of the velocity SLA Comox running 100 jobs with random runtimes over a 14 hour period.



Job groups and time-based SLAs

Job groups provide a method for assigning arbitrary labels to groups of jobs. Typically, job groups represent a project hierarchy. You can use -g with -sla at job submission to attach all jobs in a job group to a service class and have them

scheduled as SLA jobs, subject to the scheduling policy of the SLA. Within the job group, resources are allocated to jobs on a fairshare basis.

All jobs submitted to a group under an SLA automatically belong to the SLA itself. You cannot modify a job group of a job that is attached to an SLA.

A job group hierarchy can belong to only one SLA.

It is not possible to have some jobs in a job group not part of the service class. Multiple job groups can be created under the same SLA. You can submit additional jobs to the job group without specifying the service class name again.

If the specified job group does not exist, it is created and attached to the SLA.

You can also use **-sla** to specify a service class when you create a job group with **bgadd**.

View job groups attached to a time-based SLA (bjgroup):
Run **bjgroup** to display job groups that are attached to a time-based SLA:

```
bjgroup
GROUP_NAME  NJOBS  PEND   RUN   SSUSP  USUSP  FINISH      SLA   JLIMIT  OWNER
/fund1_grp      5     4     0       1      0      0   Venezia     1/5   user1
/fund2_grp     11     2     5       0      0      4   Venezia     5/5   user1
/bond_grp       2     2     0       0      0      0   Venezia     0/-   user2
/risk_grp       2     1     1       0      0      0        ()     1/-   user2
/admi_grp       4     4     0       0      0      0        ()     0/-   user2
```

bjgroup displays the name of the service class that the job group is attached to with **bgadd -sla** *service_class_name*. If the job group is not attached to any service class, empty parentheses () are displayed in the SLA name column.

SLA CONTROL_ACTION parameter (lsb.serviceclasses)

Configure a specific action to occur when a time-based SLA is missing its goal.

Use the CONTROL_ACTION parameter in your service class to configure an action to be run if the time-based SLA goal is delayed for a specified number of minutes.
CONTROL_ACTION=VIOLATION_PERIOD[*minutes*] CMD [*action*]
If the SLA goal is delayed for longer than VIOLATION_PERIOD, the action specified by CMD is invoked. The violation period is reset and the action runs again if the SLA is still active when the violation period expires again. If the time-based SLA has multiple active goals that are in violation, the action is run for each of them.

Example

```
CONTROL_ACTION=VIOLATION_PERIOD[10] CMD [echo `date`:
SLA is in violation >> ! /tmp/sla_violation.log]
```

Submit jobs to a service class

The service class name where the job is to run is configured in lsb.serviceclasses. If the SLA does not exist or the user is not a member of the service class, the job is rejected.

If the SLA is not active or the guarantee SLA has used all guaranteed resources, LSF schedules jobs without enforcing any service-level goals. Jobs will flow

through queues following queue priorities even if they are submitted with **-sla**, and will not make use of any guaranteed resources.

Run **bsub -sla** *service_class_name* to submit a job to a service class for SLA-driven scheduling.

```
bsub -W 15 -sla Duncan sleep 100
```

submits the UNIX command **sleep** together with its argument 100 as a job to the service class named Duncan.

Modify SLA jobs (bmod)

Run **bmod -sla** to modify the service class a job is attached to, or to attach a submitted job to a service class. Run **bmod -slan** to detach a job from a service class:

```
bmod -sla Duncan 2307
```

Attaches job 2307 to the service class Duncan.

```
bmod -slan 2307
```

Detaches job 2307 from the service class Duncan.
For all SLAs, you cannot:

- Use **-sla** with other **bmod** options
- Modify the service class of jobs that are already attached to a job group

For time-based SLAs, you cannot:

- Move job array elements from one service class to another, only entire job arrays

View configured guaranteed resource pools

Resource-type SLAs have the host or slot guarantee configured within the guaranteed resource pool.

Run **bresources -g -l -m** to see details of the guaranteed resource pool configuration, including a list of hosts currently in the resource pool. For example:

Monitor the progress of an SLA (bsla)

Run bsla to display the properties of service classes configured in lsb.serviceclasses and dynamic information about the state of each configured service class.

Examples

- The guarantee SLA bigMemSLA has 10 slots guaranteed, limited to one slot per host.

```
bsla
SERVICE CLASS NAME:  bigMemSLA
 --
ACCESS CONTROL: QUEUES[normal]
AUTO ATTACH: Y

GOAL:  GUARANTEE

POOL NAME                    TYPE  GUARANTEED   USED
bigMemPool                  slots          10      0
```

- One velocity goal of service class Tofino is active and on time. The other configured velocity goal is inactive.

```
bsla
SERVICE CLASS NAME: Tofino
  -- day and night velocity
PRIORITY: 20

GOAL:  VELOCITY 30
ACTIVE WINDOW: (17:30-8:30)
STATUS:  Inactive
SLA THROUGHPUT:  0.00 JOBS/CLEAN_PERIOD

GOAL: VELOCITY 10
ACTIVE WINDOW: (9:00-17:00)
STATUS: Active:On time
SLA THROUGHPUT:  10.00 JOBS/CLEAN_PERIOD

NJOBS   PEND    RUN     SSUSP   USUSP   FINISH
 300    280      10        0       0      10
```

- The deadline goal of service class Sooke is not being met, and **bsla** displays status Active:Delayed:

```
bsla
SERVICE CLASS NAME:  Sooke
  -- working hours
PRIORITY: 20

GOAL:  DEADLINE
ACTIVE WINDOW: (8:30-19:00)
STATUS:  Active:Delayed
SLA THROUGHPUT:  0.00 JOBS/CLEAN_PERIOD

ESTIMATED FINISH TIME:  (Tue Oct 28 06:17)
OPTIMUM NUMBER OF RUNNING JOBS:  6
NJOBS   PEND    RUN     SSUSP   USUSP   FINISH
 40     39       1        0       0       0
```

- The configured velocity goal of the service class Duncan is active and on time. The configured deadline goal of the service class is inactive.

```
bsla Duncan
SERVICE CLASS NAME:  Duncan
   -- Daytime/Nighttime SLA
PRIORITY:  23
USER_GROUP:  user1 user2

GOAL:  VELOCITY 8
ACTIVE WINDOW: (9:00-17:30)
STATUS:  Active:On time
SLA THROUGHPUT:  0.00 JOBS/CLEAN_PERIOD

GOAL:  DEADLINE
ACTIVE WINDOW: (17:30-9:00)
STATUS:  Inactive
SLA THROUGHPUT:  0.00 JOBS/CLEAN_PERIOD

NJOBS   PEND    RUN     SSUSP   USUSP   FINISH
 0      0       0        0       0       0
```

- The throughput goal of service class Sidney is always active. **bsla** displays:
  - Status as active and on time
  - An optimum number of 5 running jobs to meet the goal
  - Actual throughput of 10 jobs per hour based on the last CLEAN_PERIOD

```
bsla Sidney
SERVICE CLASS NAME:  Sidney
  -- constant throughput
PRIORITY:  20

GOAL:  THROUGHPUT 6
```

```
ACTIVE WINDOW: Always Open
STATUS:  Active:On time
SLA THROUGHPUT:  10.00 JOBs/CLEAN_PERIOD
OPTIMUM NUMBER OF RUNNING JOBS:  5

NJOBS   PEND    RUN     SSUSP   USUSP   FINISH
 110     95       5        0       0      10
```

View jobs running in an SLA (bjobs):
Run `bjobs -sla` to display jobs running in a service class:

```
bjobs -sla Sidney
JOBID   USER    STAT  QUEUE      FROM_HOST   EXEC_HOST   JOB_NAME   SUBMIT_TIME
136     user1   RUN   normal     hostA       hostA       sleep 100  Sep 28 13:24
137     user1   RUN   normal     hostA       hostB       sleep 100 Sep 28 13:25
```

For time-based SLAs, use **-sla with -g** to display job groups attached to a service class. Once a job group is attached to a time-based service class, all jobs submitted to that group are subject to the SLA.

Track historical behavior of an SLA (bacct):
Run `bacct` to display historical performance of a service class. For example, service classes `Sidney` and `Surrey` configure throughput goals.

```
bsla
SERVICE CLASS NAME:  Sidney
  -- throughput 6
PRIORITY:  20

GOAL:  THROUGHPUT 6
ACTIVE WINDOW: Always Open
STATUS:  Active:On time
SLA THROUGHPUT:  10.00 JOBs/CLEAN_PERIOD
OPTIMUM NUMBER OF RUNNING JOBS:  5

NJOBS   PEND    RUN     SSUSP   USUSP   FINISH
 111     94       5        0       0      12
------------------------------------------------
SERVICE CLASS NAME:  Surrey
  -- throughput 3
PRIORITY:  15

GOAL:  THROUGHPUT 3
ACTIVE WINDOW: Always Open
STATUS:  Active:On time
SLA THROUGHPUT:  4.00 JOBs/CLEAN_PERIOD
OPTIMUM NUMBER OF RUNNING JOBS:  4

NJOBS   PEND    RUN     SSUSP   USUSP   FINISH
 104     96       4        0       0       4
```

These two service classes have the following historical performance. For SLA `Sidney`, **bacct** shows a total throughput of 8.94 jobs per hour over a period of 20.58 hours:

```
bacct -sla Sidney
Accounting information about jobs that are:
    - submitted by users user1,
    - accounted on all projects.
   - completed normally or exited
   - executed on all hosts.
   - submitted to all queues.
   - accounted on service classes Sidney,
------------------------------------------------
SUMMARY:      ( time unit: second )
Total number of done jobs:     183      Total number of exited jobs:     1
```

```
Total CPU time consumed:      40.0      Average CPU time consumed:     0.2
Maximum CPU time of a job:     0.3      Minimum CPU time of a job:     0.1
Total wait time in queues: 1947454.0
Average wait time in queue:10584.0
Maximum wait time in queue:18912.0      Minimum wait time in queue:    7.0
Average turnaround time:     12268 (seconds/job)
Maximum turnaround time:     22079      Minimum turnaround time:      1713
Average hog factor of a job:  0.00 ( cpu time / turnaround time )
Maximum hog factor of a job:  0.00      Minimum hog factor of a job:  0.00
Total throughput:             8.94 (jobs/hour)  during   20.58 hours
Beginning time:       Oct 11 20:23      Ending time:          Oct 12 16:58
```

For SLA Surrey, **bacct** shows a total throughput of 4.36 jobs per hour over a period of 19.95 hours:

```
bacct -sla Surrey
Accounting information about jobs that are:
    - submitted by users user1,
    - accounted on all projects.
   - completed normally or exited.
   - executed on all hosts.
   - submitted to all queues.
   - accounted on service classes Surrey,
------------------------------------------

SUMMARY:      ( time unit: second )
Total number of done jobs:      87      Total number of exited jobs:     0
Total CPU time consumed:      18.0      Average CPU time consumed:     0.2
Maximum CPU time of a job:     0.3      Minimum CPU time of a job:     0.1
Total wait time in queues: 2371955.0
Average wait time in queue:27263.8
Maximum wait time in queue:39125.0      Minimum wait time in queue:    7.0
Average turnaround time:     30596 (seconds/job)
Maximum turnaround time:     44778      Minimum turnaround time:      3355
Average hog factor of a job:  0.00 ( cpu time / turnaround time )
Maximum hog factor of a job:  0.00      Minimum hog factor of a job:  0.00
Total throughput:             4.36 (jobs/hour)  during   19.95 hours
Beginning time:       Oct 11 20:50      Ending time:          Oct 12 16:47
```

Because the run times are not uniform, both service classes actually achieve higher throughput than configured.

View parallel jobs in EGO enabled SLA:
Run `bsla -N` to display service class job counter information by job slots instead of number of jobs. `NSLOTS`, `PEND`, `RUN`, `SSUSP`, `USUSP` are all counted in slots rather than number of jobs:

```
user1@system-02-461: bsla -N SLA1
SERVICE CLASS NAME:  SLA1
PRIORITY:  10
CONSUMER:  sla1
EGO_RES_REQ: any host
MAX_HOST_IDLE_TIME: 120
EXCLUSIVE:  N

GOAL:  VELOCITY 1
ACTIVE WINDOW: Always Open
STATUS:  Active:On time
SLA THROUGHPUT:  0.00 JOBS/CLEAN_PERIOD
   NSLOTS  PEND    RUN     SSUSP   USUSP
    42     28      14        0       0
```

Exclusive Scheduling

Use exclusive scheduling

Exclusive scheduling gives a job exclusive use of the host that it runs on. LSF dispatches the job to a host that has no other jobs running, and does not place any more jobs on the host until the exclusive job is finished.

Compute unit exclusive scheduling gives a job exclusive use of the compute unit that it runs on.

How exclusive scheduling works

When an exclusive job (**bsub -x**) is submitted to an exclusive queue (**EXCLUSIVE** = Y or =CU in lsb.queues) and dispatched to a host, LSF locks the host (lockU status) until the job finishes.

LSF cannot place an exclusive job unless there is a host that has no jobs running on it.

To make sure exclusive jobs can be placed promptly, configure some hosts to run one job at a time. Otherwise, a job could wait indefinitely for a host in a busy cluster to become completely idle.

Resizable jobs

For pending allocation requests with resizable exclusive jobs, LSF does not allocate slots on a host that is occupied by the original job. For newly allocated hosts, LSF locks the LIM if LSB_DISABLE_LIMLOCK_EXCL=Y is not defined in lsf.conf.

If an entire host is released by a job resize release request with exclusive jobs, LSF unlocks the LIM if LSB_DISABLE_LIMLOCK_EXCL=Y is not defined in lsf.conf.

Restriction:

Jobs with compute unit resource requirements cannot be auto-resizable. Resizable jobs with compute unit resource requirements cannot increase job resource allocations, but can release allocated resources.

Configure an exclusive queue

To configure an exclusive queue, set **EXCLUSIVE** in the queue definition (lsb.queues) to Y.
EXCLUSIVE=CU also configures the queue to accept exclusive jobs when no compute unit resource requirement is specified.

Configure a host to run one job at a time

To make sure exclusive jobs can be placed promptly, configure some single-processor hosts to run one job at a time. To do so, set SLOTS=1 and HOSTS=all in lsb.resources.

Submit an exclusive job

To submit an exclusive job, use the **-x** option of **bsub** and submit the job to an exclusive queue.

Configure a compute unit exclusive queue

To configure an exclusive queue, set EXCLUSIVE in the queue definition (`lsb.queues`) to `CU`[*cu_type*].

If no compute unit type is specified, the default compute unit type defined in **`COMPUTE_UNIT_TYPES`** (`lsb.params`) is used.

Submit a compute unit exclusive job

To submit an exclusive job, use the **`-R`** option of **`bsub`** and submit the job to a compute unit exclusive queue.

```
bsub -R "cu[excl]" my_job
```

Chapter 6. Job Scheduling and Dispatch

Working with Application Profiles

Application profiles improve the management of applications by separating scheduling policies (preemption, fairshare, etc.) from application-level requirements, such as pre-execution and post-execution commands, resource limits, or job controls, job chunking, etc.

Manage application profiles

About application profiles

Use application profiles to map common execution requirements to application-specific job containers. For example, you can define different job types according to the properties of the applications that you use; your FLUENT jobs can have different execution requirements from your CATIA jobs, but they can all be submitted to the same queue.

The following application profile defines the execution requirements for the FLUENT application:

```
Begin Application
NAME         = fluent
DESCRIPTION  = FLUENT Version 6.2
CPULIMIT     = 180/hostA      # 3 hours of host hostA
FILELIMIT    = 20000
DATALIMIT    = 20000          # jobs data segment limit
CORELIMIT    = 20000
TASKLIMIT    = 5              # job processor limit
PRE_EXEC     = /usr/local/lsf/misc/testq_pre >> /tmp/pre.out
REQUEUE_EXIT_VALUES = 55 34 78
End Application
```

See the `lsb.applications` template file for additional application profile examples.

Add an application profile

1. Log in as the LSF administrator on any host in the cluster.
2. Edit `lsb.applications` to add the new application profile definition.

   You can copy another application profile definition from this file as a starting point; remember to change the NAME of the copied profile.
3. Save the changes to `lsb.applications`.
4. Run **badmin reconfig** to reconfigure `mbatchd`.

Adding an application profile does not affect pending or running jobs.

Remove an application profile:
Before removing an application profile, make sure that there are no pending jobs associated with the application profile.

If there are jobs in the application profile, use **bmod -app** to move pending jobs to another application profile, then remove the application profile. Running jobs are not affected by removing the application profile associated with them,

Note:

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You cannot remove a default application profile.

1. Log in as the LSF administrator on any host in the cluster.
2. Run **bmod -app** to move all pending jobs into another application profile.

   If you leave pending jobs associated with an application profile that has been removed, they remain pending with the pending reason

   ```
   Specified application profile does not exist
   ```
3. Edit lsb.applicationss and remove or comment out the definition for the application profile you want to remove.
4. Save the changes to lsb.applications.
5. Run **badmin reconfig** to reconfigure **mbatchd**.

Define a default application profile:
Define a default application profile that is used when a job is submitted without specifying an application profile,

1. Log in as the LSF administrator on any host in the cluster.
2. Set **DEFAULT_APPLICATION** in lsb.params to the name of the default application profile.

   ```
   DEFAULT_APPLICATION=catia
   ```
3. Save the changes to lsb.params.
4. Run **badmin reconfig** to reconfigure mbatchd.

   Adding an application profile does not affect pending or running jobs.

Understand successful application exit values

Jobs that exit with one of the exit codes specified by **SUCCESS_EXIT_VALUES** in an application profile are marked as DONE. These exit values are not counted in the EXIT_RATE calculation.

0 always indicates application success regardless of **SUCCESS_EXIT_VALUES**.

If both **SUCCESS_EXIT_VALUES** and **REQUEU_EXIT_VALUES** are defined with the same exit code, **REQUEU_EXIT_VALUES** will take precedence and the job will be set to PEND state and requeued. For example:

bapp -l test

```
APPLICATION NAME: test
  -- Turns on absolute runlimit for this application

STATISTICS:
   NJOBS     PEND      RUN    SSUSP    USUSP      RSV
       0        0        0        0        0        0
```

Both parameters REQUEUE_EXIT_VALUES and SUCCESS_EXIT_VALUE are set to 17.

bsub -app test ./non_zero.sh

```
Job <5583> is submitted to default queue <normal>
```

bhist -l 5583

```
Job <5583>, user <name>, Project <default>, Application <test>, Command <./non_zero.sh>
Fri Feb  1 10:52:20: Submitted from host <HostA>, to Queue <normal>, CWD <$HOME>;
Fri Feb  1 10:52:22: Dispatched to <intel4>, Effective RES_REQ <select[type == local] order[slots] >;
Fri Feb  1 10:52:22: Starting (Pid 31390);
Fri Feb  1 10:52:23: Running with execution home </home/dir>, Execution CWD </home/dir>, Execution Pid <31390>;
```

```
Fri Feb  1 10:52:23: Pending: Requeued job is waiting for rescheduling;(exit code 17)
Fri Feb  1 10:52:23: Dispatched to <intel4>, Effective RES_REQ <select[type == local] order[slots] >;
Fri Feb  1 10:52:23: Starting (Pid 31464);
Fri Feb  1 10:52:26: Running with execution home </home/dir>, Execution CWD </home/dir>, Execution Pid <31464>;
Fri Feb  1 10:52:27: Pending: Requeued job is waiting for rescheduling;(exit code 17)
Fri Feb  1 10:52:27: Dispatched to <intel4>, Effective RES_REQ <select[type == local] order[slots] >;
Fri Feb  1 10:52:27: Starting (Pid 31857);
Fri Feb  1 10:52:30: Running with execution home </home/dir>, Execution CWD </home/dir>, Execution Pid <31857>;
Fri Feb  1 10:52:30: Pending: Requeued job is waiting for rescheduling;(exit code 17)
Fri Feb  1 10:52:31: Dispatched to <intel4>, Effective RES_REQ <select[type == local] order[slots] >;
Fri Feb  1 10:52:31: Starting (Pid 32149);
Fri Feb  1 10:52:34: Running with execution home </home/dir>, Execution CWD </home/dir>, Execution Pid <32149>;
Fri Feb  1 10:52:34: Pending: Requeued job is waiting for rescheduling;(exit code 17)
Fri Feb  1 10:52:34: Dispatched to <intel4>, Effective RES_REQ <select[type == local] order[slots] >;
Fri Feb  1 10:52:34: Starting (Pid 32312);
Fri Feb  1 10:52:38: Running with exit code 17
```

SUCCESS_EXIT_VALUES has no effect on pre-exec and post-exec commands. The value is only used for user jobs.

If the job exit value falls into **SUCCESS_EXIT_VALUES**, the job will be marked as DONE. Job dependencies on done jobs behave normally.

For parallel jobs, the exit status refers to the job exit status and not the exit status of individual tasks.

Exit codes for jobs terminated by LSF are excluded from success exit value even if they are specified in **SUCCESS_EXIT_VALUES**.

For example,. if **SUCCESS_EXIT_VALUES=2** is defined, jobs exiting with 2 are marked as DONE. However, if LSF cannot find the current working directory, LSF terminates the job with exit code 2, and the job is marked as EXIT. The appropriate termination reason is displayed by **bacct**.

MultiCluster jobs

In the job forwarding model, for jobs sent to a remote cluster, jobs exiting with success exit codes defined in the remote cluster are considered done successfully.

In the lease model, the parameters of `lsb.applications` apply to jobs running on remote leased hosts as if they are running on local hosts.

Specify successful application exit values:
Use SUCCESS_EXIT_VALUES to specify a list of exit codes that will be considered as successful execution for the application.

1. Log in as the LSF administrator on any host in the cluster.
2. Edit the `lsb.applications` file.
3. Set **SUCCESS_EXIT_VALUES** to specify a list of job success exit codes for the application.

   ```
   SUCCESS_EXIT_VALUES=230 222 12
   ```
4. Save the changes to `lsb.applications`.
5. Run **badmin reconfig** to reconfigure `mbatchd`.

Submit jobs to application profiles

Use the **-app** option of **bsub** to specify an application profile for the job.

Run **bsub -app** to submit jobs to an application profile.

```
bsub -app fluent -q overnight myjob
```

LSF rejects the job if the specified application profile does not exist.

Modify the application profile associated with a job

You can only modify the application profile for pending jobs.

Run **bmod -app** *application_profile_name* to modify the application profile of the job. The -appn option dissociates the specified job from its application profile. If the application profile does not exist, the job is not modified

```
bmod -app fluent 2308
```

Associates job 2308 with the application profile `fluent`.

```
bmod -appn 2308
```

Dissociates job 2308 from the application profile `fluent`.

Control jobs associated with application profiles

bstop, **bresume**, and **bkill** operate on jobs associated with the specified application profile. You must specify an existing application profile. If *job_ID* or 0 is not specified, only the most recently submitted qualifying job is operated on.

1. Run **bstop -app** to suspend jobs in an application profile.

   ```
   bstop -app fluent 2280
   ```

   Suspends job 2280 associated with the application profile `fluent`.

   ```
   bstop -app fluent 0
   ```

   Suspends all jobs that are associated with the application profile `fluent`.
2. Run **bresume -app** to resume jobs in an application profile.

   ```
   bresume -app fluent 2280
   ```

   Resumes job 2280 associated with the application profile `fluent`.
3. Run **bkill -app** to kill jobs in an application profile.

   ```
   bkill -app fluent
   ```

   Kills the most recently submitted job that is associated with the application profile `fluent` for the current user.

   ```
   bkill -app fluent 0
   ```

   Kills all jobs that are associated with the application profile `fluent` for the current user.

View application profile information

To view the...	Run...
Available application profiles	**bapp**
Detailed application profile information	**bapp -l**
Jobs associated with an application profile	**bjobs -l -app** *application_profile_name*
Accounting information for all jobs associated with an application profile	**bacct -l -app** *application_profile_name*

To view the...	Run...
Job success and requeue exit code information	**bapp -l** **bacct -l** **bhist -l -app** *application_profile_name* **bjobs -l**

View available application profiles

Run **bapp**. You can view a particular application profile or all profiles.

```
bapp
APPLICATION_NAME  NJOBS  PEND   RUN  SUSP
fluent               0     0     0     0
catia                0     0     0     0
```

A dash (-) in any entry means that the column does not apply to the row.

View detailed application profile information:

To see the complete configuration for each application profile, run **bapp -l**. **bapp -l** also gives current statistics about the jobs in a particular application profile, such as the total number of jobs in the profile, the number of jobs running, suspended, and so on.

Specify application profile names to see the properties of specific application profiles.

```
bapp -l fluent
APPLICATION NAME: fluent
 -- Application definition for Fluent v2.0
STATISTICS:
   NJOBS     PEND      RUN    SSUSP    USUSP      RSV
       0        0        0        0        0        0

PARAMETERS:
 CPULIMIT
 600.0 min of hostA
 RUNLIMIT
 200.0 min of hostA
 TASKLIMIT
 9
 FILELIMIT DATALIMIT STACKLIMIT CORELIMIT MEMLIMIT SWAPLIMIT PROCESSLIMIT THREADLIMIT
    800 K     100 K     900 K      700 K     300 K   1000 K     400          500
RERUNNABLE: Y
CHUNK_JOB_SIZE: 5
```

View jobs associated with application profiles:

Run **bjobs -l -app** *application_profile_name*.

```
bjobs -l -app fluent
Job <1865>, User <user1>, Project <default>, Application <fluent>,
                     Status <PSUSP>, Queue <normal>, Command <ls>
Tue Jun  6 11:52:05 2009: Submitted from host <hostA> with hold, CWD
                     </clusters/lsf9.1/work/cluster1/logdir>;
 PENDING REASONS:
 Job was suspended by LSF admin or root while pending;
 SCHEDULING PARAMETERS:
           r15s   r1m  r15m   ut      pg    io   ls    it    tmp    swp    mem   tlu
 loadSched   -     -     -     -       -     -    -     -     -      -      -     -
 loadStop    -     -     -     -       -     -    -     -     -      -      -     -
```

```
                cpuspeed    bandwidth
 loadSched          -            -
 loadStop           -            -
...
```

A dash (-) in any entry means that the column does not apply to the row.

Accounting information for all jobs associated with an application profile:
Run **bacct -l -app** *application_profile_name*.

```
bacct -l -app fluent
Accounting information about jobs that are:
  - submitted by users jchan,
  - accounted on all projects.
  - completed normally or exited
  - executed on all hosts.
  - submitted to all queues.
  - accounted on all service classes.
  - associated with application profiles: fluent
------------------------------------------------------------------------------

Job <207>, User <user1>, Project <default>, Application <fluent>, Status <DONE>
                     , Queue <normal>, Command <dir>
Wed May 31 16:52:42 2009: Submitted from host <hostA>, CWD <$HOME/src/mainline/lsbatch/cmd>;
Wed May 31 16:52:48 2009: Dispatched to 10 Hosts/Processors <10*hostA>
Wed May 31 16:52:48 2009: Completed <done>.
Accounting information about this job:
     CPU_T     WAIT     TURNAROUND   STATUS     HOG_FACTOR    MEM    SWAP
      0.02        6              6     done         0.0035     2M      5M
------------------------------------------------------------------------------
...
SUMMARY:      ( time unit: second )
 Total number of done jobs:      15      Total number of exited jobs:     4
 Total CPU time consumed:       0.4      Average CPU time consumed:     0.0
 Maximum CPU time of a job:     0.0      Minimum CPU time of a job:     0.0
 Total wait time in queues:  5305.0
 Average wait time in queue:  279.2
 Maximum wait time in queue: 3577.0      Minimum wait time in queue:    2.0
 Average turnaround time:       306 (seconds/job)
 Maximum turnaround time:      3577      Minimum turnaround time:         5
 Average hog factor of a job:  0.00 ( cpu time / turnaround time )
 Maximum hog factor of a job:  0.01      Minimum hog factor of a job:  0.00
 Total throughput:             0.14 (jobs/hour)  during  139.98 hours
 Beginning time:       May 31 16:52      Ending time:          Jun  6 12:51
...
```

View job success exit values and requeue exit code information:

1. Run **bjobs -l** to see command-line requeue exit values if defined.

   ```
   bjobs -l
   Job <405>, User <user1>, Project <default>, Status <PSUSP>,
   Queue <normal>, Command <myjob 1234>
   Tue Dec 11 23:32:00 2009: Submitted from host <hostA> with hold, CWD </scratch/d
                          ev/lsfjobs/user1/work>, Requeue Exit Values <2>;
   ...
   ```

2. Run **bapp -l** to see SUCCESS_EXIT_VALUES when the parameter is defined in an application profile.

   ```
   bapp -l
   APPLICATION NAME: fluent
    -- Run FLUENT applications
   STATISTICS:
      NJOBS     PEND      RUN    SSUSP    USUSP      RSV
          0        0        0        0        0        0
   PARAMETERS:
   SUCCESS_EXIT_VALUES: 230 222 12
   ...
   ```

3. Run **bhist -l** to show command-line specified requeue exit values with **bsub** and modified requeue exit values with **bmod**.

```
bhist -l
Job <405>, User <user1>, Project <default>, Command <myjob 1234>
Tue Dec 11 23:32:00 2009: Submitted from host <hostA> with hold, to Queue
<norma
                     l>, CWD </scratch/dev/lsfjobs/user1/work>, R
                     e-queue Exit Values <1>;
Tue Dec 11 23:33:14 2009: Parameters of Job are changed:
                          Requeue exit values changes to: 2;
...
```

4. Run **bhist -l** and **bacct -l** to see success exit values when a job is done successfully. If the job exited with default success exit value 0, **bhist** and **bacct** do not display the 0 exit value

```
bhist -l 405
Job <405>, User <user1>, Project <default>, Interactive pseudo-terminal mode, Co
                     mmand <myjob 1234>
...
Sun Oct  7 22:30:19 2009: Done successfully. Success Exit Code: 230 222 12.
...
bacct -l 405
...
Job <405>, User <user1>, Project <default>, Status <DONE>, Queue <normal>, Comma
                     nd <myjob 1234>
Wed Sep 26 18:37:47 2009: Submitted from host <hostA>, CWD </scratch/dev/lsfjobs/user1/wo
                     rk>;
Wed Sep 26 18:37:50 2009: Dispatched to <hostA>;
Wed Sep 26 18:37:51 2009: Completed <done>. Success Exit Code: 230 222 12.
...
```

How application profiles interact with queue and job parameters

Application profiles operate in conjunction with queue and job-level options. In general, you use application profile definitions to refine queue-level settings, or to exclude some jobs from queue-level parameters.

Application profile settings that override queue settings

The following application profile parameters override the corresponding queue setting:

- CHKPNT_DIR—overrides queue CHKPNT=*chkpnt_dir*
- CHKPNT_PERIOD—overrides queue CHKPNT=*chkpnt_period*
- JOB_STARTER
- LOCAL_MAX_PREEXEC_RETRY
- LOCAL_MAX_PREEXEC_RETRY_ACTION
- MAX_JOB_PREEMPT
- MAX_JOB_REQUEUE
- MAX_PREEXEC_RETRY
- MAX_TOTAL_TIME_PREEMPT
- MIG
- NICE
- NO_PREEMPT_INTERVAL
- REMOTE_MAX_PREEXEC_RETRY
- REQUEUE_EXIT_VALUES
- RESUME_CONTROL—overrides queue JOB_CONTROLS

- SUSPEND_CONTROL—overrides queue JOB_CONTROLS
- TERMINATE_CONTROL—overrides queue JOB_CONTROLS

Application profile limits and queue limits

The following application profile limits override the corresponding queue-level soft limits:

- CORELIMIT
- CPULIMIT
- DATALIMIT
- FILELIMIT
- MEMLIMIT
- PROCESSLIMIT
- RUNLIMIT
- STACKLIMIT
- SWAPLIMIT
- THREADLIMIT

Job-level limits can override the application profile limits. The application profile limits cannot override queue-level hard limits.

Define application-specific environment variables

You can use application profiles to pass application-specific tuning and runtime parameters to the application by defining application-specific environment variables. Once an environment variable is set, it applies for each job that uses the same application profile. This provides a simple way of extending application profiles to include additional information.

Environment variables can also be used with MPI to pass application-specific tuning or runtime parameters to MPI jobs. For example, when using a specific MPI version and trying to get the best performance for Abaqus, you need to turn on specific flags and settings which must be in both the **mpirun** command line and in the Abaqus launcher. Both **mpirun** and Abaqus allow you to define switches and options within an environment variable, so you can set both of these in the application profile and they are used automatically.

To set your own environment variables for each application, use the **ENV_VARS** parameter in `lsb.applications`. The value for **ENV_VARS** also applies to the job's pre-execution and post-execution environment. For example, a license key can be accessed by passing the license key location to the job.

To use **ENV_VARS** in an application profile:

1. Configure the **ENV_VARS** parameter in `lsb.applications`.
2. Run **badmin reconfig** to have the changes take effect.
3. Optional: Run **bapp -l** to verify that the application is created and the variables are set:

```
bapp -l myapp
APPLICATION NAME: myapp
-- Test abc, solution 123
STATISTICS:
   NJOBS     PEND      RUN    SSUSP    USUSP      RSV
       0        0        0        0        0        0
PARAMETERS:
ENV_VARS: "TEST_FRUIT='apple',TEST_CAR='civic'"
```

4. Submit your job to the application.

```
admin@hostA: bsub -I -app myapp 'echo $TEST_FRUIT'
Job <316> is submitted to default queue <interactive>
<<Waiting for dispatch...>>
<<Starting on hostA>>
apple
```

When changing the value for **ENV_VARS**, note the following:

- Once the job is running, you cannot change the defined values for any of the variables. However, you can still change them while the job is in PEND state.
- If you change the value for **ENV_VARS** before a checkpointed job resumes but after the initial job has run, then the job will use the new value for **ENV_VARS**.
- If you change the value for **ENV_VARS** then requeue a running job, the job will use the new value for **ENV_VARS** during the next run.
- Any variable set in the user's environment will overwrite the value in **ENV_VARS**. The application profile value will overwrite the execution host environment value.
- If the same environment variable is named multiple times in **ENV_VARS** and given different values, the last value in the list will be the one which takes effect.
- Do not redefine existing LSF environment variables in **ENV_VARS**.

Task limits

TASKLIMIT in an application profile specifies the maximum number of tasks that can be allocated to a job. For parallel jobs, **TASKLIMIT** is the maximum number of tasks that can be allocated to the job.

You can optionally specify the minimum and default number of tasks. All limits must be positive integers greater than or equal to 1 that satisfy the following relationship:

1 <= *minimum* <= *default* <= *maximum*

Job-level tasks limits (**bsub -n**) override application-level **TASKLIMIT**, which overrides queue-level **TASKLIMIT**. Job-level limits must fall within the maximum and minimum limits of the application profile and the queue.

Absolute run limits

If you want the scheduler to treat any run limits as absolute, define ABS_RUNLIMIT=Y in `lsb.params` or in `lsb.applications` for the application profile that is associated with your job. When ABS_RUNLIMIT=Y is defined in `lsb.params` or in the application profile, the run time limit is not normalized by the host CPU factor. Absolute wall-clock run time is used for all jobs submitted with a run limit configured.

Pre-execution

Queue-level pre-execution commands run *before* application-level pre-execution commands. Job level pre-execution commands (**bsub -E**) override application-level pre-execution commands.

Post-execution

When a job finishes, post-execution commands run. For the order in which these commands run, refer to the section on Pre-Execution and Post-Execution Processing.

If both application-level and job-level job-based post-execution commands (**bsub -Ep**) are specified, job level post-execution overrides application-level post-execution commands. Only the first host is over-ridden. Application level host-based post execution commands are not overwritten by –Ep.

Chunk job scheduling

CHUNK_JOB_SIZE in an application profile ensures that jobs associated with the application are chunked together. CHUNK_JOB_SIZE=1 disables job chunk scheduling. Application-level job chunk definition overrides chunk job dispatch configured in the queue.

CHUNK_JOB_SIZE is ignored and jobs are not chunked under the following conditions:

- CPU limit greater than 30 minutes (CPULIMIT parameter in `lsb.queues` or `lsb.applications`)
- Run limit greater than 30 minutes (RUNLIMIT parameter in `lsb.queues` or `lsb.applications`)
- Run time estimate greater than 30 minutes (RUNTIME parameter in `lsb.applications`)

If CHUNK_JOB_DURATION is set in `lsb.params`, chunk jobs are accepted regardless of the value of CPULIMIT, RUNLIMIT or RUNTIME.

Rerunnable jobs

RERUNNABLE in an application profile overrides queue-level job rerun, and allows you to submit rerunnable jobs to a non-rerunnable queue. Job-level rerun (**bsub -r** or **bsub -rn**) overrides both the application profile and the queue.

Resource requirements

Application-level resource requirements can be simple (one requirement for all slots) or compound (different requirements for specified numbers of slots). When resource requirements are set at the application-level as well as the job-level or queue-level, the requirements are combined in different ways depending on whether they are simple or compound.

Simple job-level, application-level, and queue-level resource requirements are merged in the following manner:

- If resource requirements are not defined at the application level, simple job-level and simple queue-level resource requirements are merged.
- When simple application-level resource requirements are defined, simple job-level requirements usually take precedence. Specifically:

Section	Simple resource requirement multi-level behavior
select	All levels satisfied
same	All levels combined
order span cu	Job-level section overwrites application-level section, which overwrites queue-level section (if a given level is present)

Section	Simple resource requirement multi-level behavior
rusage	All levels merge If conflicts occur the job-level section overwrites the application-level section, which overwrites the queue-level section.
affinity	Job-level section overwrites application-level section, which overwrites queue-level section (if a given level is present)

Compound application-level resource requirements are merged in the following manner:

- When a compound resource requirement is set at the application level, it will be ignored if any job-level resource requirements (simple or compound) are defined.
- In the event no job-level resource requirements are set, the compound application-level requirements interact with queue-level resource requirement strings in the following ways:
-
  - If no queue-level resource requirement is defined or a compound queue-level resource requirement is defined, the compound application-level requirement is used.
  - If a simple queue-level requirement is defined, the application-level and queue-level requirements combine as follows:

Section	Compound application and simple queue behavior
select	Both levels satisfied; queue requirement applies to all compound terms
same	Queue level ignored
order span	Application-level section overwrites queue-level section (if a given level is present); queue requirement (if used) applies to all compound terms
rusage	• Both levels merge • Queue requirement if a job-based resource is applied to the first compound term, otherwise applies to all compound terms • If conflicts occur the application-level section overwrites the queue-level section. For example: if the application-level requirement is `num1*{rusage[R1]} + num2*{rusage[R2]}` and the queue-level requirement is `rusage[RQ]` where `RQ` is a job resource, the merged requirement is `num1*{rusage[merge(R1,RQ)]} + num2*{rusage[R2]}`
affinity	Job-level section overwrites application-level section, which overwrites queue-level section (if a given level is present)

For internal load indices and duration, jobs are rejected if they specify resource reservation requirements at the job level or application level that exceed the requirements specified in the queue.

If **RES_REQ** is defined at the queue level and there are no load thresholds that are defined, the pending reasons for each individual load index will not be displayed by **bjobs**.

When LSF_STRICT_RESREQ=Y is configured in lsf.conf, resource requirement strings in select sections must conform to a more strict syntax. The strict resource requirement syntax only applies to the select section. It does not apply to the other resource requirement sections (order, rusage, same, span, or cu). When LSF_STRICT_RESREQ=Y in lsf.conf, LSF rejects resource requirement strings where an rusage section contains a non-consumable resource.

When the parameter **RESRSV_LIMIT** in lsb.queues is set, the merged application-level and job-level rusage consumable resource requirements must satisfy any limits set by **RESRSV_LIMIT**, or the job will be rejected.

Estimated runtime and runtime limits

Instead of specifying an explicit runtime limit for jobs, you can specify an *estimated* run time for jobs. LSF uses the estimated value for job scheduling purposes only, and does not kill jobs that exceed this value unless the jobs also exceed a defined runtime limit. The format of runtime estimate is same as run limit set by the bsub -W option or the RUNLIMIT parameter in lsb.queues and lsb.applications.

Use JOB_RUNLIMIT_RATIO in lsb.params to limit the runtime estimate users can set. If JOB_RUNLIMIT_RATIO is set to 0 no restriction is applied to the runtime estimate. The ratio does not apply to the RUNTIME parameter in lsb.applications.

The job-level runtime estimate setting overrides the RUNTIME setting in an application profile in lsb.applications.

The following LSF features use the estimated runtime value to schedule jobs:

- Job chunking
- Advance reservation
- SLA
- Slot reservation
- Backfill

Define a runtime estimate

Define the RUNTIME parameter at the application level. Use the **bsub -We** option at the job-level.

You can specify the runtime estimate as hours and minutes, or minutes only. The following examples show an application-level runtime estimate of three hours and 30 minutes:

- RUNTIME=3:30
- RUNTIME=210

Configure normalized run time

LSF uses normalized run time for scheduling in order to account for different processing speeds of the execution hosts.

Tip:

If you want the scheduler to use wall-clock (absolute) run time instead of normalized run time, define ABS_RUNLIMIT=Y in the file `lsb.params` or in the file `lsb.applications` for the application associated with your job.

LSF calculates the normalized run time using the following formula:

```
NORMALIZED_RUN_TIME = RUNTIME * CPU_Factor_Normalization_Host / CPU_Factor_Execute_Host
```

You can specify a host name or host model with the runtime estimate so that LSF uses a specific host name or model as the normalization host. If you do not specify a host name or host model, LSF uses the CPU factor for the default normalization host as described in the following table.

If you define...	In the file...	Then...
DEFAULT_HOST_SPEC	`lsb.queues`	LSF selects the default normalization host for the queue.
DEFAULT_HOST_SPEC	`lsb.params`	LSF selects the default normalization host for the cluster.
No default host at either the queue or cluster level		LSF selects the submission host as the normalization host.

To specify a host name (defined in `lsf.cluster.`*`clustername`*) or host model (defined in `lsf.shared`) as the normalization host, insert the "/" character between the minutes and the host name or model, as shown in the following examples:

```
RUNTIME=3:30/hostA
bsub -We 3:30/hostA
```

LSF calculates the normalized run time using the CPU factor defined for `hostA`.

```
RUNTIME=210/Ultra5S
bsub -We 210/Ultra5S
```

LSF calculates the normalized run time using the CPU factor defined for host model Ultra5S.

Tip:

Use **`lsinfo`** to see host name and host model information.

Guidelines for defining a runtime estimate

1. You can define an estimated run time, along with a runtime limit (job level with **`bsub -W`**, application level with RUNLIMIT in `lsb.applications`, or queue level with RUNLIMIT `lsb.queues`).
2. If the runtime limit is defined, the job-level (`-We`) or application-level RUNTIME value must be less than or equal to the run limit. LSF ignores the estimated runtime value and uses the run limit value for scheduling when
   - The estimated runtime value exceeds the run limit value, or
   - An estimated runtime value is not defined

   Note:

   When LSF uses the run limit value for scheduling, and the run limit is defined at more than one level, LSF uses the smallest run limit value to estimate the job duration.

3. For chunk jobs, ensure that the estimated runtime value is
   - Less than the CHUNK_JOB_DURATION defined in the file `lsb.params`, or
   - Less than 30 minutes, if CHUNK_JOB_DURATION is not defined.

How estimated run time interacts with run limits

The following table includes all the expected behaviors for the combinations of job-level runtime estimate (`-We`), job-level rum limit (`-W`), application-level runtime estimate (RUNTIME), application-level run limit (RUNLIMIT), queue-level run limit (RUNLIMIT, both default and hard limit). *Ratio* is the value of JOB_RUNLIMIT_RATIO defined in `lsb.params`. The dash (—) indicates no value is defined for the job.

Job-runtime estimate	Job-run limit	Application runtime estimate	Application run limit	Queue default run limit	Queue hard run limit	Result
T1	-	—	—	—	—	Job is accepted Jobs running longer than T1**ratio* are killed
T1	T2>T1**ratio*	—	—	—	—	Job is rejected
T1	T2<=T1**ratio*	—	—	—	—	Job is accepted Jobs running longer than T2 are killed
T1	T2<=T1**ratio*	T3	T4	—	—	Job is accepted Jobs running longer than T2 are killed T2 overrides T4 or T1**ratio* overrides T4 T1 overrides T3

Job-runtime estimate	Job-run limit	Application runtime estimate	Application run limit	Queue default run limit	Queue hard run limit	Result
T1	T2<=T1*ratio	—	—	T5	T6	Job is accepted Jobs running longer than T2 are killed If T2>T6, the job is rejected
T1	—	T3	T4	—	—	Job is accepted Jobs running longer than T1*ratio are killed T2 overrides T4 or T1*ratio overrides T4 T1 overrides T3
T1	—	—	—	T5	T6	Job is accepted Jobs running longer than T1*ratio are killed If T1*ratio>T6, the job is rejected

Job Directories and Data

Temporary job directories

Jobs use temporary directories for working files and temporary output. By default, Platform LSF uses the default operating system temporary directory. To enable and use temporary directories specific to each job, specify `LSF_TMPDIR=directory_name` in `lsf.conf`.

The name of the job-specific temporary directory has the following format:

- For regular jobs:
  - UNIX: `$LSF_TMPDIR/jobID.tmpdir`
  - Windows: `%LSF_TMPDIR%\jobID.tmpdir`
- For array jobs:
  - UNIX: `$LSF_TMPDIR/arrayID_arrayIndex.tmpdir`
  - Windows: `%LSF_TMPDIR%\arrayID_arrayIndex.tmpdir`

Platform LSF can assign the value of the job-specific temporary directory to the **TMPDIR** environment variable, or to a custom environment variable. This allows user applications to use the job-specific temporary directory for each job. To assign the value of the job-specific temporary directory, specify `LSB_SET_TMPDIR=y` in lsf.conf. To assign the value of the job-specific temporary directory to a custom environment variable, specify `LSB_SET_TMPDIR=env_var_name` in `lsf.conf`.

See the *IBM Platform LSF Configuration Reference* for more details on **LSF_TMPDIR** and **LSB_SET_TMPDIR**.

About flexible job CWD

The Current Working Directory (CWD) feature lets you create and manage the job CWD dynamically based on configuration parameters, and any dynamic patterns included in the path. This feature is useful if you are running applications that have specific requirements for job CWD, such as copying data to the directory before the job starts running. The CWD feature ensures that this data will not be overwritten.

The CWD feature can be enabled and controlled through the following configuration parameters:

- **JOB_CWD_TTL** in `lsb.params` and `lsb.applications`: Specifies the time-to-live for the CWD of a job. LSF cleans created CWD directories after a job finishes based on the TTL value.
- **JOB_CWD** in `lsb.applications`: specifies the CWD for the job in the application profile. The path can be absolute or relative to the submission directory. The path can include dynamic directory patterns.
- **DEFAULT_JOB_CWD** in `lsb.params`: Specifies the cluster wide CWD for the job. The path can be absolute or relative to the submission directory. The path can include dynamic patterns.
- **LSB_JOB_CWD** environment variable: Specifies the directory on the execution host from where the job starts.

If the job is submitted with -app but without -cwd, and **LSB_JOB_CWD** is not defined, then the application profile defined **JOB_CWD** will be used. If **JOB_CWD** is not defined in the application profile, then the **DEFAULT_JOB_CWD** value is used.

For more information on these parameters, see the IBM Platform LSF Configuration Reference.

You can also use the **bsub -cwd** command option to specify the current working directory. LSF cleans the created CWD based on the time to live value set in the **JOB_CWD_TTL** parameter.

For more information on this command, see the IBM Platform LSF Command Reference.

Each specified CWD can be created as unique directory paths by using dynamic patterns. For example:

```
/scratch/%P will be shared for multiple jobs
/scratch/%P/%J_%I is unique
```

LSF creates CWD under the 700 permissions with the ownership of a submission user. If CWD creation fails, the `/tmp` directory is used. If the CWD path includes the user home directory and if it is not accessible on the execution host, it is replaced with the execution user home directory. If that directory is also not accessible, then `/tmp` is used.

When deleting a directory, LSF deletes only the last directory of the path which was created for the job. If that directly is shared by multiple jobs, data for other jobs may be lost. Therefore, it is recommended not to have shared CWD with enabled TTL.

If CWD was created for the job and then **brequeue** or **bmig** was run on the job, LSF will not delete CWD. For parallel jobs run with **blaunch**, LSF creates CWD only for the execution host and assumes that they are using a shared file system.

About flexible job output directory

The flexible job output directory feature lets you create and manage the job output directory dynamically based on configuration parameters. This feature is useful if you are running applications that have specific requirements for job output directory, such as copying data to the directory after the job finishes. This feature ensures that this data will not be overwritten.

A job output directory can be specified through the **DEFAULT_JOB_OUTDIR** configuration parameter in `lsb.params`. The directory path can be absolute or relative to the submission directory and can include dynamic patterns. Once specified, the system creates the directory at the start of the job on the submission host and uses the new directory. The directory also applies to jobs that are checkpointed, migrated, requeued or rerun.

LSF checks the directories from the beginning of the path. If a directory does not exist, the system tries to create that directory. If it fails to create that directory, then the system deletes all created directories and uses the submission directory for output. LSF creates job output directory under the 700 permissions with the ownership of a submission user.

For more information on this parameter, see the IBM Platform LSF Configuration Reference.

You can also use the **bsub -outdir output_directory** command to create the job output directory. The **-outdir** option supports dynamic patterns for the output directory. The job output directory specified with this command option, or specified in **DEFAULT_JOB_OUTDIR**, also applies when using the **bsub –f** command to copy files between the local (submission) host and the remote (execution) host.

The following assumptions and dependencies apply to the **-outdir** command option:

- The execution host has access to the submission host.

- The submission host should be running RES or it will use EGO_RSH to run a directory creation command. If this parameter is not defined, rsh will be used. RES should be running on the Windows submission host in order to create the output directory

For more information on this command, see the *IBM Platform LSF Command Reference*.

Resource Allocation Limits

Resource allocation limits

By default, resource *consumers* like users, hosts, queues, or projects are not limited in the resources available to them for running jobs.

Resource allocation limits configured in `lsb.resources` restrict:

- the maximum amount of a resource requested by a job that can be allocated during job scheduling for different classes of jobs to start.
- which resource consumers the limits apply to.

If all of the resource has been consumed, no more jobs can be started until some of the resource is released.

For example, by limiting maximum amount of memory for each of your hosts, you can make sure that your system operates at optimal performance. By defining a memory limit for some users submitting jobs to a particular queue and a specified set of hosts, you can prevent these users from using up all the memory in the system at one time.

Jobs must specify resource requirements

For limits to apply, the job must specify resource requirements (**bsub -R** rusage string or RES_REQ in `lsb.queues`). For example, the a memory allocation limit of 4 MB is configured in `lsb.resources`:

```
Begin Limit
NAME = mem_limit1
MEM = 4
End Limit
```

A is job submitted with an rusage resource requirement that exceeds this limit:

```
bsub -R "rusage[mem=5]" uname
```

and remains pending:

```
bjobs -p 600
JOBID  USER   STAT  QUEUE   FROM_HOST  EXEC_HOST  JOB_NAME        SUBMIT_TIME
 600    user1  PEND  normal   suplin02                uname       Aug 12 14:05
Resource (mem) limit defined cluster-wide has been reached;
```

A job is submitted with a resource requirement within the configured limit:

```
bsub -R"rusage[mem=3]" sleep 100
```

is allowed to run:

```
bjobs
JOBID   USER   STAT  QUEUE   FROM_HOST  EXEC_HOST  JOB_NAME      SUBMIT_TIME
  600    user1   PEND  normal      hostA               uname      Aug 12 14:05
  604    user1    RUN  normal      hostA            sleep 100     Aug 12 14:09
```

Resource usage limits and resource allocation limits

Resource allocation limits are not the same as *resource usage limits*, which are enforced during job run time. For example, you set CPU limits, memory limits, and other limits that take effect after a job starts running.

Resource reservation limits and resource allocation limits

Resource allocation limits are not the same as queue-based *resource reservation limits*, which are enforced during job submission. The parameter **RESRSV_LIMIT** (in `lsb.queues`) specifies allowed ranges of resource values, and jobs submitted with resource requests outside of this range are rejected.

How LSF enforces limits

Resource allocation limits are enforced so that they apply to:

- Several kinds of resources:
  - Job slots by host
  - Job slots per processor
  - Running and suspended jobs
  - Memory (MB or percentage)
  - Swap space (MB or percentage)
  - Tmp space (MB or percentage)
  - Other shared resources
- Several kinds of resource consumers:
  - Users and user groups (all users or per-user)
  - Hosts and host groups (all hosts or per-host)
  - Queues (all queues or per-queue)
  - Projects (all projects or per-project)
- All jobs in the cluster
- Combinations of consumers:
  - For jobs running on different hosts in the same queue
  - For jobs running from different queues on the same host

How LSF counts resources

Resources on a host are not available if they are taken by jobs that have been started, but have not yet finished. This means running and suspended jobs count against the limits for queues, users, hosts, projects, and processors that they are associated with.

Job slot limits

Job slot limits can correspond to the maximum number of jobs that can run at any point in time. For example, a queue cannot start jobs if it has no job slots available, and jobs cannot run on hosts that have no available job slots.

Limits such as such as QJOB_LIMIT (`lsb.queues`), HJOB_LIMIT (`lsb.queues`), UJOB_LIMIT (`lsb.queues`), MXJ (`lsb.hosts`), JL/U (`lsb.hosts`), MAX_JOBS (`lsb.users`), and MAX_PEND_JOBS (`lsb.users`) limit the number of job slots. When the workload is sequential, job slots are usually equivalent to jobs. For parallel or distributed applications, these are true job slot limits and not job limits.

Job limits

Job limits, specified by JOBS in a Limit section in `lsb.resources`, correspond to the maximum number of running and suspended jobs that can run at any point in time. If both job limits and job slot limits are configured, the most restrictive limit is applied.

Resource reservation and backfill

When processor or memory reservation occurs, the reserved resources count against the limits for users, queues, hosts, projects, and processors. When backfilling of parallel jobs occurs, the backfill jobs do not count against any limits.

MultiCluster

Limits apply only to the cluster where `lsb.resources` is configured. If the cluster leases hosts from another cluster, limits are enforced on those hosts as if they were local hosts.

Switched jobs can exceed resource allocation limits

If a switched job (**bswitch**) has not been dispatched, then the job behaves as if it were submitted to the new queue in the first place, and the JOBS limit is enforced in the target queue.

If a switched job has been dispatched, then resource allocation limits like SWP. TMP. and JOBS can be exceeded in the target queue. For example, given the following JOBS limit configuration:

```
Begin Limit
USERS     QUEUES      SLOTS   TMP    JOBS
-         normal        -      20     2
-         short         -      20     2
End Limit
```

Submit 3 jobs to the normal queue, and 3 jobs to the short queue:

```
bsub -q normal -R"rusage[tmp=20]" sleep 1000
bsub -q short -R"rusage[tmp=20]" sleep 1000
```

bjobs shows 1 job in RUN state in each queue:

```
bjobs
JOBID   USER    STAT  QUEUE      FROM_HOST   EXEC_HOST   JOB_NAME   SUBMIT_TIME
16      user1   RUN   normal     hosta           hosta sleep 1000  Aug 30 16:26
17      user1   PEND  normal     hosta                 sleep 1000  Aug 30 16:26
18      user1   PEND  normal     hosta                 sleep 1000  Aug 30 16:26
19      user1   RUN   short      hosta           hosta sleep 1000  Aug 30 16:26
20      user1   PEND  short      hosta                 sleep 1000  Aug 30 16:26
21      user1   PEND  short      hosta                 sleep 1000  Aug 30 16:26
```

blimits shows the TMP limit reached:

```
blimits
INTERNAL RESOURCE LIMITS:
NAME      USERS    QUEUES     SLOTS      TMP     JOBS
NONAME000   -      normal       -      20/20      1/2
NONAME001   -      short        -      20/20      1/2
```

Switch the running job in the normal queue to the short queue:

```
bswitch short 16
```

bjobs shows 2 jobs running in the short queue, and the second job running in the normal queue:

```
bjobs
JOBID   USER    STAT  QUEUE      FROM_HOST   EXEC_HOST   JOB_NAME   SUBMIT_TIME
17      user1   RUN   normal     hosta           hosta sleep 1000  Aug 30 16:26
18      user1   PEND  normal     hosta                 sleep 1000  Aug 30 16:26
19      user1   RUN   short      hosta           hosta sleep 1000  Aug 30 16:26
16      user1   RUN   short      hosta           hosta sleep 1000  Aug 30 16:26
20      user1   PEND  short      hosta                 sleep 1000  Aug 30 16:26
21      user1   PEND  short      hosta                 sleep 1000  Aug 30 16:26
```

blimits now shows the TMP limit exceeded and the JOBS limit reached in the short queue:

```
blimits
INTERNAL RESOURCE LIMITS:
NAME    USERS    QUEUES     SLOTS      TMP     JOBS
NONAME000   -    normal       -      20/20      1/2
NONAME001   -    short        -      40/20      2/2
```

Switch the running job in the normal queue to the short queue:

```
bswitch short 17
```

bjobs now shows 3 jobs running in the short queue and the third job running in the normal queue:

```
bjobs
JOBID   USER    STAT  QUEUE      FROM_HOST   EXEC_HOST   JOB_NAME   SUBMIT_TIME
18      user1   RUN   normal     hosta           hosta sleep 1000  Aug 30 16:26
19      user1   RUN   short      hosta           hosta sleep 1000  Aug 30 16:26
16      user1   RUN   short      hosta           hosta sleep 1000  Aug 30 16:26
17      user1   RUN   short      hosta           hosta sleep 1000  Aug 30 16:26
20      user1   PEND  short      hosta                 sleep 1000  Aug 30 16:26
21      user1   PEND  short      hosta                 sleep 1000  Aug 30 16:26
```

blimits shows both TMP and JOBS limits exceeded in the short queue:

```
blimits
INTERNAL RESOURCE LIMITS:
NAME    USERS    QUEUES     SLOTS      TMP     JOBS
NONAME000   -    normal       -      20/20      1/2
NONAME001   -    short        -      60/20      3/2
```

Limits for resource consumers

Host groups and compute units

If a limit is specified for a host group or compute unit, the total amount of a resource used by all hosts in that group or unit is counted. If a host is a member of more than one group, each job running on that host is counted against the limit for all groups to which the host belongs.

Limits for users and user groups

Jobs are normally queued on a first-come, first-served (FCFS) basis. It is possible for some users to abuse the system by submitting a large number of jobs; jobs from other users must wait until these jobs complete. Limiting resources by user prevents users from monopolizing all the resources.

Users can submit an unlimited number of jobs, but if they have reached their limit for any resource, the rest of their jobs stay pending, until some of their running jobs finish or resources become available.

If a limit is specified for a user group, the total amount of a resource used by all users in that group is counted. If a user is a member of more than one group, each of that user's jobs is counted against the limit for all groups to which that user belongs.

Use the keyword all to configure limits that apply to each user or user group in a cluster. This is useful if you have a large cluster but only want to exclude a few users from the limit definition.

You can use `ENFORCE_ONE_UG_LIMITS=Y` combined with **bsub -G** to have better control over limits when user groups have overlapping members. When set to Y, only the specified user group's limits (or those of any parent user group) are enforced. If set to N, the most restrictive job limits of any overlapping user/user group are enforced.

Per-user limits on users and groups

Per-user limits are enforced on each user or individually to each user in the user group listed. If a user group contains a subgroup, the limit also applies to each member in the subgroup recursively.

Per-user limits that use the keywords all apply to each user in a cluster. If user groups are configured, the limit applies to each member of the user group, not the group as a whole.

Resizable jobs

When a resize allocation request is scheduled for a resizable job, all resource allocation limits (job and slot) are enforced. Once the new allocation is satisfied, it consumes limits such as SLOTS, MEM, SWAP and TMP for queues, users, projects, hosts, or cluster-wide. However, the new allocation will not consume job limits such as job group limits, job array limits, and non-host level JOBS limit.

Releasing part of an allocation from a resizable job frees general limits that belong to the allocation, but not the actual job limits.

Configure resource allocation limits

lsb.resources file

Configure all resource allocation limits in one or more Limit sections in the `lsb.resources` file. Limit sections set limits for how much of the specified resources must be available for different classes of jobs to start, and which resource consumers the limits apply to. You can also specify the duration for which the resource will be reserved. When the duration expires, the resource is released, but the limitation is still enforced. This behavior applies for all type of resources, including built-in resources, static, and dynamic shared resources, LS tokens, etc. The resource requirements that are defined for queue level or job level are the same in this case.

The Limit section of `lsb.resources` does not support the keywords or format used in `lsb.users`, `lsb.hosts`, and `lsb.queues`. However, any existing job slot limit configuration in these files continues to apply.

Resource parameters

To limit ...	Set in a Limit section of lsb.resources ...
Total number of running and suspended (RUN, SSUSP, USUSP) jobs	JOBS
Total number of job slots that can be used by specific jobs	SLOTS
Jobs slots based on the number of processors on each host affected by the limit	SLOTS_PER_PROCESSOR and PER_HOST
Memory - if PER_HOST is set for the limit, the amount can be a percentage of memory on each host in the limit	MEM (MB or units set in **LSF_UNIT_FOR_LIMITS** in `lsf.conf`)
Swap space - if PER_HOST is set for the limit, the amount can be a percentage of swap space on each host in the limit	SWP (MB or units set in **LSF_UNIT_FOR_LIMITS** in `lsf.conf`)
Tmp space - if PER_HOST is set for the limit, the amount can be a percentage of tmp space on each host in the limit	TMP (MB or units set in **LSF_UNIT_FOR_LIMITS** in `lsf.conf`)
Any shared resource	RESOURCE

Consumer parameters

For jobs submitted ...	Set in a Limit section of lsb.resources ...
By all specified users or user groups	USERS
To all specified queues	QUEUES
To all specified hosts, host groups, or compute units	HOSTS
For all specified projects	PROJECTS
By each specified user or each member of the specified user groups	PER_USER
To each specified queue	PER_QUEUE
To each specified host or each member of specified host groups or compute units	PER_HOST
For each specified project	PER_PROJECT

Enable resource allocation limits

To enable resource allocation limits in your cluster, you configure the resource allocation limits scheduling plugin schmod_limit in `lsb.modules`:

```
Begin PluginModule
SCH_PLUGIN              RB_PLUGIN               SCH_DISABLE_PHASES
schmod_default             ()                         ()
schmod_limit               ()                         ()
End PluginModule
```

Configure cluster-wide limits

To configure limits that take effect for your entire cluster, configure limits in `lsb.resources`, but do not specify any consumers.

How resource allocation limits map to pre-version 7 job slot limits

Job slot limits are the only type of limit you can configure in `lsb.users`, `lsb.hosts`, and `lsb.queues`. You cannot configure limits for user groups, host groups, and projects in `lsb.users`, `lsb.hosts`, and `lsb.queues`. You should not configure any new resource allocation limits in `lsb.users`, `lsb.hosts`, and `lsb.queues`. Use `lsb.resources` to configure all new resource allocation limits, including job slot limits.

Job slot resources (lsb.resources)	Resource consumers (lsb.resources)					Equivalent existing limit (file)
	USERS	PER_USER	QUEUES	HOSTS	PER_HOST	
SLOTS	—	all	—	*host_name*	—	JL/U (lsb.hosts)
SLOTS_PER_PROCESSOR	*user_name*	—	—	—	all	JL/P (lsb.users)
SLOTS	—	all	*queue_name*	—	—	UJOB_LIMIT (lsb.queues)
SLOTS	—	all	—	—	—	MAX_JOBS (lsb.users)
SLOTS	—	—	*queue_name*	—	all	HJOB_LIMIT (lsb.queues)
SLOTS	—	—	—	*host_name*	—	MXJ (lsb.hosts)
SLOTS_PER_PROCESSOR	—	—	*queue_name*	—	all	PJOB_LIMIT (lsb.queues)
SLOTS	—	—	*queue_name*	—	—	QJOB_LIMIT (lsb.queues)

Limits for the following resources have no corresponding limit in `lsb.users`, `lsb.hosts`, and `lsb.queues`:

- JOBS
- RESOURCE
- SWP
- TMP

Limit conflicts

Similar conflicting limits:
For similar limits configured in `lsb.resources`, `lsb.users`, `lsb.hosts`, or `lsb.queues`, the most restrictive limit is used. For example, a slot limit of 3 for all users is configured in `lsb.resources`:

```
Begin Limit
NAME  = user_limit1
USERS = all
SLOTS = 3
End Limit
```

This is similar, but *not equivalent to* an existing MAX_JOBS limit of 2 is configured in `lsb.users`.

```
busers
USER/GROUP    JL/P    MAX  NJOBS   PEND    RUN  SSUSP  USUSP    RSV
user1           -      2      4      2      2      0      0      0
```

`user1` submits 4 jobs:

```
bjobs
JOBID   USER    STAT  QUEUE     FROM_HOST   EXEC_HOST   JOB_NAME   SUBMIT_TIME
816     user1   RUN   normal    hostA       hostA       sleep 1000 Jan 22 16:34
817     user1   RUN   normal    hostA       hostA       sleep 1000 Jan 22 16:34
818     user1   PEND  normal    hostA                   sleep 1000 Jan 22 16:34
819     user1   PEND  normal    hostA                   sleep 1000 Jan 22 16:34
```

Two jobs (818 and 819) remain pending because the more restrictive limit of 2 from `lsb.users` is enforced:

```
bjobs -p
JOBID   USER    STAT  QUEUE      FROM_HOST      JOB_NAME           SUBMIT_TIME
818     user1   PEND  normal     hostA          sleep 1000         Jan 22 16:34
The user has reached his/her job slot limit;
819     user1   PEND  normal     hostA          sleep 1000         Jan 22 16:34
The user has reached his/her job slot limit;
```

If the MAX_JOBS limit in `lsb.users` is 4:

```
busers
USER/GROUP  JL/P   MAX  NJOBS   PEND   RUN  SSUSP  USUSP  RSV
user1         -      4      4      1     3      0      0    0
```

and `user1` submits 4 jobs:

```
bjobs
JOBID  USER    STAT  QUEUE   FROM_HOST   EXEC_HOST    JOB_NAME     SUBMIT_TIME
824    user1   RUN   normal  hostA       hostA        sleep 1000   Jan 22 16:38
825    user1   RUN   normal  hostA       hostA        sleep 1000   Jan 22 16:38
826    user1   RUN   normal  hostA       hostA        sleep 1000   Jan 22 16:38
827    user1   PEND  normal  hostA                    sleep 1000   Jan 22 16:38
```

Only one job (827) remains pending because the more restrictive limit of 3 in `lsb.resources` is enforced:

```
bjobs -p
JOBID    USER    STAT  QUEUE   FROM_HOST       JOB_NAME           SUBMIT_TIME
827     user1    PEND  normal      hostA     sleep 1000         Jan 22 16:38
Resource (slot) limit defined cluster-wide has been reached;
```

Equivalent conflicting limits:
New limits in `lsb.resources` that are equivalent to existing limits in `lsb.users`, `lsb.hosts`, or `lsb.queues`, but with a different value override the existing limits. The equivalent limits in `lsb.users`, `lsb.hosts`, or `lsb.queues` are ignored, and the value of the new limit in `lsb.resources` is used.

For example, a *per-user* job slot limit in `lsb.resources` is equivalent to a MAX_JOBS limit in `lsb.users`, so only the `lsb.resources` limit is enforced, the limit in `lsb.users` is ignored:

```
Begin Limit
NAME  = slot_limit
PER_USER =all
SLOTS = 3
End Limit
```

How job limits work

The JOBS parameter limits the maximum number of running or suspended jobs available to resource consumers. Limits are enforced depending on the number of jobs in RUN, SSUSP, and USUSP state.

Stop and resume jobs

Jobs stopped with **bstop**, go into USUSP status. LSF includes USUSP jobs in the count of running jobs, so the usage of JOBS limit will not change when you suspend a job.

Resuming a stopped job (**bresume**) changes job status to SSUSP. The job can enter RUN state, if the JOBS limit has not been exceeded. Lowering the JOBS limit before resuming the job can exceed the JOBS limit, and prevent SSUSP jobs from entering RUN state.

For example, JOBS=5, and 5 jobs are running in the cluster (JOBS has reached 5/5). Normally. the stopped job (in USUSP state) can later be resumed and begin running, returning to RUN state. If you reconfigure the JOBS limit to 4 before resuming the job, the JOBS usage becomes 5/4, and the job cannot run because the JOBS limit has been exceeded.

Preemption

The JOBS limit does not block preemption based on job slots. For example, if JOBS=2, and a host is already running 2 jobs in a preemptable queue, a new preemptive job can preempt a job on that host as long as the preemptive slots can be satisfied even though the JOBS limit has been reached.

Reservation and backfill

Reservation and backfill are still made at the job slot level, but despite a slot reservation being satisfied, the job may ultimately not run because the JOBS limit has been reached.

Other jobs

- **brun** forces a pending job to run immediately on specified hosts. A job forced to run with **brun** is counted as a running job, which may violate JOBS limits. After the forced job starts, the JOBS limits may be exceeded.
- Requeued jobs (**brequeue**) are assigned PEND status or PSUSP. Usage of JOBS limit is decreased by the number of requeued jobs.
- Checkpointed jobs restarted with **brestart** start a new job based on the checkpoint of an existing job. Whether the new job can run depends on the limit policy (including the JOBS limit) that applies to the job. For example, if you checkpoint a job running on a host that has reached its JOBS limit, then restart it, the restarted job cannot run because the JOBS limit has been reached.
- For job arrays, you can define a maximum number of jobs that can run in the array at any given time. The JOBS limit, like other resource allocation limits, works in combination with the array limits. For example, if JOBS=3 and the array limit is 4, at most 3 job elements can run in the array.
- For chunk jobs, only the running job among the jobs that are dispatched together in a chunk is counted against the JOBS limit. Jobs in WAIT state do not affect the JOBS limit usage.

Example limit configurations:

Each set of limits is defined in a Limit section enclosed by Begin Limit and End Limit.

Example 1

user1 is limited to 2 job slots on hostA, and user2's jobs on queue normal are limited to 20 MB of memory:

```
Begin Limit
NAME    HOSTS     SLOTS  MEM   SWP  TMP   USERS       QUEUES
Limit1  hostA     2      -      -    -    user1       -
-       -         -      20     -    -    user2       normal
End Limit
```

Example 2

Set a job slot limit of 2 for user user1 submitting jobs to queue normal on host hosta for all projects, but only one job slot for all queues and hosts for project test:

```
Begin Limit
HOSTS  SLOTS  PROJECTS   USERS     QUEUES
hosta  2         -       user1     normal
  -    1      test       user1       -
End Limit
```

Example 3

All users in user group ugroup1 except user1 using queue1 and queue2 and running jobs on hosts in host group hgroup1 are limited to 2 job slots per processor on each host:

```
Begin Limit
NAME          = limit1
# Resources:
SLOTS_PER_PROCESSOR = 2
#Consumers:
QUEUES       = queue1 queue2
USERS        = ugroup1 ~user1
PER_HOST     = hgroup1
End Limit
```

Example 4

user1 and user2 can use all queues and all hosts in the cluster with a limit of 20 MB of available memory:

```
Begin Limit
NAME  = 20_MB_mem
# Resources:
MEM   = 20
# Consumers:
USERS = user1 user2
End Limit
```

Example 5

All users in user group ugroup1 can use queue1 and queue2 and run jobs on any host in host group hgroup1 sharing 10 job slots:

```
Begin Limit
NAME   = 10_slot
# Resources:
SLOTS  = 10
```

```
#Consumers:
QUEUES = queue1 queue2
USERS  = ugroup1
HOSTS  = hgroup1
End Limit
```

Example 6

All users in user group `ugroup1` except `user1` can use all queues but `queue1` and run jobs with a limit of 10% of available memory on each host in host group `hgroup1`:

```
Begin Limit
NAME     = 10_percent_mem
# Resources:
MEM      = 10%
QUEUES   = all ~queue1
USERS    = ugroup1 ~user1
PER_HOST = hgroup1
End Limit
```

Example 7

Limit users in the `develop` group to 1 job on each host, and 50% of the memory on the host.

```
Begin Limit
NAME = develop_group_limit
# Resources:
SLOTS = 1
MEM = 50%
#Consumers:
USERS = develop
PER_HOST = all
End Limit
```

Example 8

Limit all hosts to 1 job slot per processor:

```
Begin Limit
NAME                = default_limit
SLOTS_PER_PROCESSOR = 1
PER_HOST            = all
End Limit
```

Example 9

The short queue can have at most 200 running and suspended jobs:

```
Begin Limit
NAME     = shortq_limit
QUEUES   = short
JOBS     = 200
End Limit
```

View information about resource allocation limits

Your job may be pending because some configured resource allocation limit has been reached. Use the **blimits** command to show the dynamic counters of resource allocation limits configured in Limit sections in `lsb.resources`. **blimits** displays the current resource usage to show what limits may be blocking your job.

blimits command

The **blimits** command displays:

- Configured limit policy name
- Users (**-u** option)
- Queues (**-q** option)
- Hosts (**-m** option)
- Project names (**-P** option)
- Limits (SLOTS, MEM, TMP, SWP, JOBS)
- All resource configurations in `lsb.resources` (**-c** option). This is the same as **bresources** with no options.

Resources that have no configured limits or no limit usage are indicated by a dash (-). Limits are displayed in a USED/LIMIT format. For example, if a limit of 10 slots is configured and 3 slots are in use, then **blimits** displays the limit for SLOTS as 3/10.

If limits MEM, SWP, or TMP are configured as percentages, both the limit and the amount used are displayed in MB. For example, **lshosts** displays maxmem of 249 MB, and MEM is limited to 10% of available memory. If 10 MB out of 25 MB are used, **blimits** displays the limit for MEM as 10/25 (10 MB USED from a 25 MB LIMIT). MEM, SWP and TMP can also be configured in other units set in **LSF_UNIT_FOR_LIMITS** in `lsf.conf`)

Configured limits and resource usage for built-in resources (slots, mem, tmp, and swp load indices, and number of running and suspended jobs) are displayed as INTERNAL RESOURCE LIMITS separately from custom external resources, which are shown as EXTERNAL RESOURCE LIMITS.

Limits are displayed for both the vertical tabular format and the horizontal format for Limit sections. If a vertical format Limit section has no name, **blimits** displays NONAME*nnn* under the NAME column for these limits, where the unnamed limits are numbered in the order the vertical-format Limit sections appear in the `lsb.resources` file.

If a resource consumer is configured as all, the limit usage for that consumer is indicated by a dash (-).

PER_HOST slot limits are not displayed. The **bhosts** commands displays these as MXJ limits.

In MultiCluster, **blimits** returns the information about all limits in the local cluster.

Examples

For the following limit definitions:

```
Begin Limit
NAME = limit1
USERS = user1
PER_QUEUE = all
PER_HOST = hostA hostC
TMP = 30%
SWP = 50%
MEM = 10%
End Limit
```

```
Begin Limit
NAME = limit_ext1
PER_HOST = all
RESOURCE = ([user1_num,30] [hc_num,20])
End Limit
Begin Limit
NAME = limit2
QUEUES = short
JOBS = 200
End Limit
```

blimits displays the following:

```
blimits
INTERNAL RESOURCE LIMITS:

NAME    USERS     QUEUES    HOSTS             PROJECTS   SLOTS    MEM      TMP      SWP    JOBS
limit1   user1         q2   hostA@cluster1         -       -   10/25        -   10/258       -
limit1   user1         q3   hostA@cluster1         -       -       -   30/2953       -       -
limit1   user1         q4     hostC          -       -       -    40/590       -       -
limit2     -        short      -             -       -       -        -        -  50/200

EXTERNAL RESOURCE LIMITS:

NAME        USERS   QUEUES   HOSTS               PROJECTS    user1_num    hc_num
limit_ext1      -        -   hostA@cluster1          -           -         1/20
limit_ext1      -        -   hostC@cluster1          -         1/30        1/20
```

- In limit policy `limit1`, `user1` submitting jobs to `q2`, q3, or `q4` on `hostA` or `hostC` is limited to 30% tmp space, 50% swap space, and 10% available memory. No limits have been reached, so the jobs from `user1` should run. For example, on `hostA` for jobs from `q2`, 10 MB of memory are used from a 25 MB limit and 10 MB of swap space are used from a 258 MB limit.
- In limit policy `limit_ext1`, external resource `user1_num` is limited to 30 per host and external resource `hc_num` is limited to 20 per host. Again, no limits have been reached, so the jobs requesting those resources should run.
- In limit policy limit2, the short queue can have at most 200 running and suspended jobs. 50 jobs are running or suspended against the 200 job limit. The limit has not been reached, so jobs can run in the `short` queue.

Reserving Resources

About resource reservation

When a job is dispatched, the system assumes that the resources that the job consumes will be reflected in the load information. However, many jobs do not consume the resources that they require when they first start. Instead, they will typically use the resources over a period of time.

For example, a job requiring 100 MB of swap is dispatched to a host having 150 MB of available swap. The job starts off initially allocating 5 MB and gradually increases the amount consumed to 100 MB over a period of 30 minutes. During this period, another job requiring more than 50 MB of swap should not be started on the same host to avoid over-committing the resource.

Resources can be reserved to prevent overcommitment by LSF. Resource reservation requirements can be specified as part of the resource requirements when submitting a job, or can be configured into the queue level resource requirements.

Pending job resize allocation requests are not supported in slot reservation policies. Newly added or removed resources are reflected in the pending job predicted start time calculation.

Resource reservation limits

Maximum and minimum values for consumable resource requirements can be set for individual queues, so jobs will only be accepted if they have resource requirements within a specified range. This can be useful when queues are configured to run jobs with specific memory requirements, for example. Jobs requesting more memory than the maximum limit for the queue will not be accepted, and will not take memory resources away from the smaller memory jobs the queue is designed to run.

Resource reservation limits are set at the queue level by the parameter **RESRSV_LIMIT** in `lsb.queues`.

How resource reservation works

When deciding whether to schedule a job on a host, LSF considers the reserved resources of jobs that have previously started on that host. For each load index, the amount reserved by all jobs on that host is summed up and subtracted (or added if the index is increasing) from the current value of the resources as reported by the LIM to get amount available for scheduling new jobs:

```
available amount = current value - reserved amount for all jobs
```

For example:

```
bsub -R "rusage[tmp=30:duration=30:decay=1]" myjob
```

will reserve 30 MB of temp space for the job. As the job runs, the amount reserved will decrease at approximately 1 MB/minute such that the reserved amount is 0 after 30 minutes.

Queue-level and job-level resource reservation

The queue level resource requirement parameter **RES_REQ** may also specify the resource reservation. If a queue reserves certain amount of a resource (and the parameter **RESRSV_LIMIT** is not being used), you cannot reserve a greater amount of that resource at the job level.

For example, if the output of **bqueues -l** command contains:

```
RES_REQ: rusage[mem=40:swp=80:tmp=100]
```

the following submission will be rejected since the requested amount of certain resources exceeds queue's specification:

```
bsub -R "rusage[mem=50:swp=100]" myjob
```

When both **RES_REQ** and **RESRSV_LIMIT** are set in `lsb.queues` for a consumable resource, the queue-level **RES_REQ** no longer acts as a hard limit for the merged **RES_REQ** rusage values from the job and application levels. In this case only the limits set by **RESRSV_LIMIT** must be satisfied, and the queue-level **RES_REQ** acts as a default value.

Use resource reservation

Queue-level resource reservation

At the queue level, resource reservation allows you to specify the amount of resources to reserve for jobs in the queue. It also serves as the upper limits of resource reservation if a user also specifies it when submitting a job.

Queue-level resource reservation and pending reasons

The use of RES_REQ affects the pending reasons as displayed by **bjobs**. If RES_REQ is specified in the queue and the `loadSched` thresholds are not specified, then the pending reasons for each individual load index will not be displayed.

Configure resource reservation at the queue level

Queue-level resource reservations and resource reservation limits can be configured as parameters in `lsb.queues`.

Specify the amount of resources a job should reserve after it is started in the resource usage (rusage) section of the resource requirement string of the **QUEUE** section.

Examples

```
Begin Queue
.
RES_REQ = select[type==any] rusage[swp=100:mem=40:duration=60]
RESRSV_LIMIT = [mem=30,100]
.
End Queue
```

This allows a job to be scheduled on any host that the queue is configured to use and reserves 100 MB of swap and 40 MB of memory for a duration of 60 minutes. The requested memory reservation of 40 MB falls inside the allowed limits set by **RESRSV_LIMIT** of 30 MB to 100 MB.

```
Begin Queue
.
RES_REQ = select[type==any] rusage[mem=20||mem=10:swp=20]
.
End Queue
```

This allows a job to be scheduled on any host that the queue is configured to use. The job attempts to reserve 20 MB of memory, or 10 MB of memory and 20 MB of swap if the 20 MB of memory is unavailable. In this case no limits are defined by **RESRSV_LIMIT**.

Specify job-level resource reservation

To specify resource reservation at the job level, use **bsub -R** and include the resource usage section in the resource requirement string.

Configure per-resource reservation

To enable greater flexibility for reserving numeric resources are reserved by jobs, configure the ReservationUsage section in `lsb.resources` to reserve resources as PER_JOB, PER_TASK, or PER_HOST

Only user-defined numeric resources can be reserved. Builtin resources like mem, cpu, swp, etc. cannot be configured in the ReservationUsage section.

The cluster-wide RESOURCE_RESERVE_PER_SLOT parameter in `lsb.params` is obsolete. Configuration in `lsb.resources` overrides RESOURCE_RESERVE_PER_SLOT if it also exists for the same resource.

RESOURCE_RESERVE_PER_TASK parameter still controls resources that are not configured in `lsb.resources`. Resources not reserved in `lsb.resources` are reserved per job.
PER_HOST reservation means that for the parallel job, LSF reserves one instance of a for each host. For example, some applications are charged only once no matter how many applications are running provided those applications are running on the same host under the same user.

Note: Configuration PER_SLOT is obsolete as of LSF 9.1.3 and replaced by PER_TASK.

Assumptions and limitations

- Per-resource configuration defines resource usage for individual resources, but it does not change any existing resource limit behavior (PER_JOB, PER_TASK).
- In a MultiCluster environment, you should configure resource usage in the scheduling cluster (submission cluster in lease model or receiving cluster in job forward model).
- The keyword pref in the compute unit resource string is ignored, and the default configuration order is used (pref=`config`).

Memory reservation for pending jobs

By default, the rusage string reserves resources for running jobs. Because resources are not reserved for pending jobs, some memory-intensive jobs could be pending indefinitely because smaller jobs take the resources immediately before the larger jobs can start running. The more memory a job requires, the worse the problem is.

Memory reservation for pending jobs solves this problem by reserving memory as it becomes available until the total required memory specified on the rusage string is accumulated and the job can start. Use memory reservation for pending jobs if memory-intensive jobs often compete for memory with smaller jobs in your cluster.

Reserve host memory for pending jobs

Use the RESOURCE_RESERVE parameter in `lsb.queues` to reserve host memory for pending jobs.
The amount of memory reserved is based on the currently available memory when the job is pending. Reserved memory expires at the end of the time period represented by the number of dispatch cycles specified by the value of MAX_RESERVE_TIME set on the RESOURCE_RESERVE parameter.

Enable memory reservation for sequential jobs

Add the LSF scheduler plugin module name for resource reservation (schmod_reserve) to the `lsb.modules` file:

```
Begin PluginModule
SCH_PLUGIN                RB_PLUGIN             SCH_DISABLE_PHASES
schmod_default               ()                       ()
schmod_reserve               ()                       ()
schmod_preemption            ()                       ()
End PluginModule
```

Configure lsb.queues

Set the RESOURCE_RESERVE parameter in a queue defined in `lsb.queues`.
If both RESOURCE_RESERVE and SLOT_RESERVE are defined in the same queue, job slot reservation and memory reservation are both enabled and an error is displayed when the cluster is reconfigured. SLOT_RESERVE is ignored.

Example queues

The following queue enables memory reservation for pending jobs:

```
Begin Queue
QUEUE_NAME = reservation
DESCRIPTION = For resource reservation
PRIORITY=40
RESOURCE_RESERVE = MAX_RESERVE_TIME[20]
End Queue
```

Use memory reservation for pending jobs

Use the rusage string in the **-R** option to **bsub** or the RES_REQ parameter in `lsb.queues` to specify the amount of memory required for the job. Submit the job to a queue with RESOURCE_RESERVE configured.

Note:

Compound resource requirements do not support use of the `||` operator within the component rusage simple resource requirements, multiple `-R` options, or the cu section.

How memory reservation for pending jobs works

Amount of memory reserved

The amount of memory reserved is based on the currently available memory when the job is pending. For example, if LIM reports that a host has 300 MB of memory available, the job submitted by the following command:

```
bsub -R "rusage[mem=400]" -q reservation my_job
```

will be pending and reserve the 300 MB of available memory. As other jobs finish, the memory that becomes available is added to the reserved memory until 400 MB accumulates, and the job starts.

No memory is reserved if no job slots are available for the job because the job could not run anyway, so reserving memory would waste the resource.

Only memory is accumulated while the job is pending; other resources specified on the rusage string are only reserved when the job is running. Duration and decay have no effect on memory reservation while the job is pending.

How long memory is reserved (MAX_RESERVE_TIME)

Reserved memory expires at the end of the time period represented by the number of dispatch cycles specified by the value of MAX_RESERVE_TIME set on the RESOURCE_RESERVE parameter. If a job has not accumulated enough memory to start by the time MAX_RESERVE_TIME expires, it releases all its reserved memory so that other pending jobs can run. After the reservation time expires, the job cannot reserve slots or memory for one scheduling session, so other jobs have a chance to be dispatched. After one scheduling session, the job can reserve available resources again for another period that is specified by MAX_RESERVE_TIME.

Examples:
lsb.queues

The following queues are defined in `lsb.queues`:

```
Begin Queue
QUEUE_NAME = reservation
DESCRIPTION = For resource reservation
PRIORITY=40
RESOURCE_RESERVE = MAX_RESERVE_TIME[20]
End Queue
```

Assumptions

Assume one host in the cluster with 10 CPUs and 1 GB of free memory currently available.

Sequential jobs

Each of the following sequential jobs requires 400 MB of memory and runs for 300 minutes.

Job 1:

```
bsub -W 300 -R "rusage[mem=400]" -q reservation myjob1
```

The job starts running, using 400M of memory and one job slot.

Job 2:

Submitting a second job with same requirements yields the same result.

Job 3:

Submitting a third job with same requirements reserves one job slot, and reserves all free memory, if the amount of free memory is between 20 MB and 200 MB (some free memory may be used by the operating system or other software.)

Time-based slot reservation

Existing LSF slot reservation works in simple environments, where the host-based MXJ limit is the only constraint to job slot request. In complex environments, where more than one constraint exists (for example job topology or generic slot limit):

- Estimated job start time becomes inaccurate
- The scheduler makes a reservation decision that can postpone estimated job start time or decrease cluster utilization.

Current slot reservation by start time (RESERVE_BY_STARTTIME) resolves several reservation issues in multiple candidate host groups, but it cannot help on other cases:

- Special topology requests, like `span[ptile=`*n*`]` and cu[] keywords balance, maxcus, and excl.
- Only calculates and displays reservation if host has free slots. Reservations may change or disappear if there are no free CPUs; for example, if a backfill job takes all reserved CPUs.
- For HPC machines containing many internal nodes, host-level number of reserved slots is not enough for administrator and end user to tell which CPUs the job is reserving and waiting for.

Time-based slot reservation versus greedy slot reservation

With time-based reservation, a set of pending jobs gets future allocation and an estimated start time so that the system can reserve a place for each job. Reservations use the estimated start time, which is based on future allocations.

Time-based resource reservation provides a more accurate predicted start time for pending jobs because LSF considers job scheduling constraints and requirements, including job topology and resource limits, for example.

Restriction:

Time-based reservation does not work with job chunking.

Start time and future allocation

The estimated start time for a future allocation is the earliest start time when all considered job constraints are satisfied in the future. There may be a small delay of a few minutes between the job finish time on which the estimate was based and the actual start time of the allocated job.

For compound resource requirement strings, the predicted start time is based on the simple resource requirement term (contained in the compound resource requirement) with the latest predicted start time.

If a job cannot be placed in a future allocation, the scheduler uses *greedy* slot reservation to reserve slots. Existing LSF slot reservation is a simple greedy algorithm:

- Only considers current available resources and minimal number of requested job slots to reserve as many slots as it is allowed
- For multiple exclusive candidate host groups, scheduler goes through those groups and makes reservation on the group that has the largest available slots
- For estimated start time, after making reservation, scheduler sorts all running jobs in ascending order based on their finish time and goes through this sorted job list to add up slots used by each running job till it satisfies minimal job slots request. The finish time of last visited job will be job estimated start time.

Reservation decisions made by greedy slot reservation do not have an accurate estimated start time or information about future allocation. The calculated job start time used for backfill scheduling is uncertain, so **bjobs** displays:

```
Job will start no sooner than indicated time stamp
```

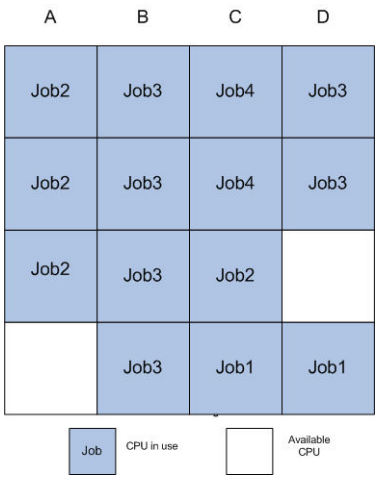
Time-based reservation and greedy reservation compared

Start time prediction	Time-based reservation	Greedy reservation
Backfill scheduling if free slots are available	Yes	Yes
Correct with no job topology	Yes	Yes
Correct for job topology requests	Yes	No
Correct based on resource allocation limits	Yes (guaranteed if only two limits are defined)	No
Correct for memory requests	Yes	No

Start time prediction	Time-based reservation	Greedy reservation
When no slots are free for reservation	Yes	No
Future allocation and reservation based on earliest start time	Yes	No
bjobs displays best estimate	Yes	No
bjobs displays predicted future allocation	Yes	No
Absolute predicted start time for all jobs	No	No
Advance reservation considered	No	No

Greedy reservation example

A cluster has four hosts: A, B, C, and D, with 4 CPUs each. Four jobs are running in the cluster: `Job1`, `Job2`, `Job3` and `Job4`. According to calculated job estimated start time, the job finish times (FT) have this order: FT(`Job2`) < FT(`Job1`) < FT(`Job4`) < FT(`Job3`).



Now, a user submits a high priority job. It pends because it requests –n 6 –R "span[ptile=2]". This resource requirement means this pending job needs three hosts with two CPUs on each host. The default greedy slot reservation calculates job start time as the job finish time of `Job4` because after `Job4` finishes, three hosts with a minimum of two slots are available.

Greedy reservation indicates that the pending job starts no sooner than when Job 2 finishes.

In contrast, time-based reservation can determine that the pending job starts in 2 hours. It is a much more accurate reservation.

Configure time-based slot reservation

Greedy slot reservation is the default slot reservation mechanism and time-based slot reservation is disabled.

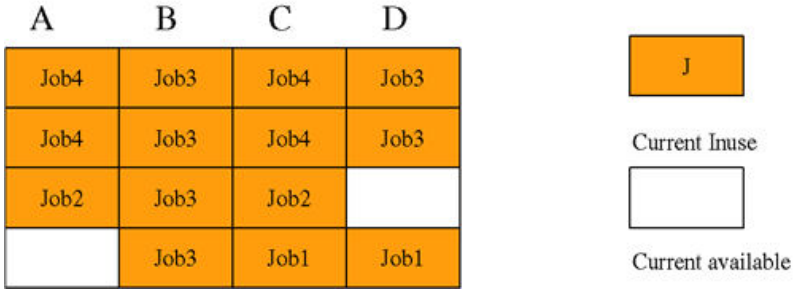
1. Use LSB_TIME_RESERVE_NUMJOBS=*maximum_reservation_jobs* in `lsf.conf` to enable time-based slot reservation. The value must be a positive integer.

   LSB_TIME_RESERVE_NUMJOBS controls maximum number of jobs using time-based slot reservation. For example, if LSB_TIME_RESERVE_NUMJOBS=4, only the top 4 jobs will get their future allocation information.
2. Use LSB_TIME_RESERVE_NUMJOBS=1 to allow only the highest priority job to get accurate start time prediction.

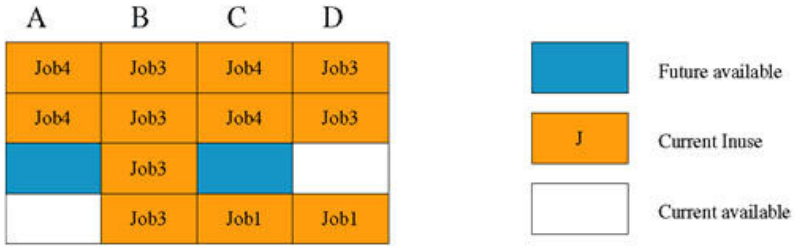
   Smaller values are better than larger values because after the first pending job starts, the estimated start time of remaining jobs may be changed. For example, you could configure LSB_TIME_RESERVE_NUMJOBS based on the number of exclusive host partitions or host groups.

Scheduling examples

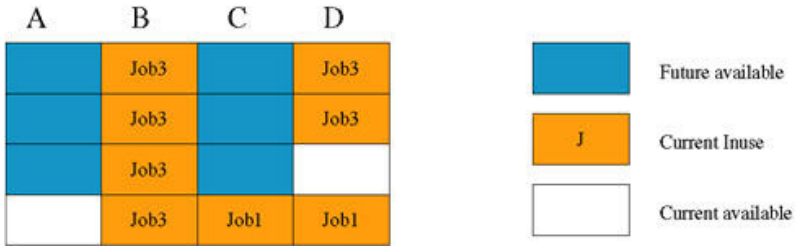
1. `Job5` requests –n 6 –R "span[ptile=2]", which will require three hosts with 2 CPUs on each host. As in the greedy slot reservation example, four jobs are running in the cluster: `Job1`, `Job2`, `Job3` and `Job4`. Two CPUs are available now, 1 on host `A`, and 1 on host `D`:



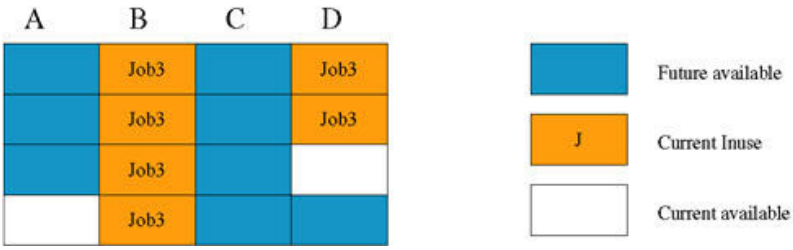
2. `Job2` finishes, freeing 2 more CPUs for future allocation, 1 on host `A`, and 1 on host `C`:



3. `Job4` finishes, freeing 4 more CPUs for future allocation, 2 on host `A`, and 2 on host `C`:



4. `Job1` finishes, freeing 2 more CPUs for future allocation, 1 on host `C`, and 1 host `D`:



5. Job5 can now be placed with 2 CPUs on host A, 2 CPUs on host C, and 2 CPUs on host D. The estimated start time is shown as the finish time of Job1:

Assumptions and limitations

- To get an accurate estimated start time, you must specify a run limit at the job level using the **bsub -W** option, in the queue by configuring RUNLIMIT in lsb.queues, or in the application by configuring RUNLIMIT in lsb.applications, or you must specify a run time estimate by defining the RUNTIME parameter in lsb.applications. If a run limit or a run time estimate is not defined, the scheduler will try to use CPU limit instead.
- Estimated start time is only relatively accurate according to current running job information. If running jobs finish earlier, estimated start time may be moved to earlier time. Only the highest priority job will get accurate predicted start time. The estimated start time for other jobs could be changed after the first job starts.
- Under time-based slot reservation, only information from currently running jobs is used for making reservation decisions.
- Estimated start time calculation does not consider Deadline scheduling.
- Estimated start time calculation does not consider Advance Reservation.
- Estimated start time calculation does not consider DISPATCH_WINDOW in lsb.hosts and lsb.queue configuration.
- If preemptive scheduling is used, the estimated start time may not be accurate. The scheduler may calculate and estimated time, but actually it may preempt other jobs to start earlier.
- For resizable jobs, time-based slot reservation does not schedule pending resize allocation requests. However, for resized running jobs, the allocation change is used when calculating pending job predicted start time and resource reservation. For example, if a running job uses 4 slots at the beginning, but added another 4 slots, after adding the new resources, LSF expects 8 slots to be available after the running job completes.

Slot limit enforcement

The following slot limits are enforced:

- Slot limits configured in lsb.resources (SLOTS, PER_SLOT)

- MXJ, JL/U in `lsb.hosts`
- PJOB_LIMIT, HJOB_LIMIT, QJOB_LIMIT, UJOB_LIMIT in `lsb.queues`

Memory request

To request memory resources, configure RESOURCE_RESERVE in `lsb.queues`.

When RESOURCE_RESERVE is used, LSF will consider memory and slot requests during time-based reservation calculation. LSF will not reserve slot or memory if any other resources are not satisfied.

If SLOT_RESERVE is configured, time-based reservation will not make a slot reservation if any other type of resource is not satisfied, including memory requests.

When SLOT_RESERVE is used, if job cannot run because of non-slot resources, including memory, time-based reservation will not reserve slots.

Host partition and queue-level scheduling

If host partitions are configured, LSF first schedules jobs on the host partitions and then goes through each queue to schedule jobs. The same job may be scheduled several times, one for each host partition and last one at queue-level. Available candidate hosts may be different for each time.

Because of this difference, the same job may get different estimated start times, future allocation, and reservation in different host partitions and queue-level scheduling. With time-based reservation configured, LSF always keeps the same reservation and future allocation with the earliest estimated start time.

bjobs displays future allocation information

- By default, job future allocation contains LSF host list and number of CPUs per host, for example: `alloc=2*hostA 3*hostB`
- LSF integrations define their own future allocation string to override the default LSF allocation. For example, in cpuset, future allocation is displayed as:

  ```
  alloc=2*mstatx01 2*mstatx00
  ```

Predicted start time may be postponed for some jobs

If a pending job cannot be placed in a future resource allocation, the scheduler can skip it in the start time reservation calculation and fall back to use greedy slot reservation. There are two possible reasons:

- The job slot request cannot be satisfied in the future allocation
- Other non-slot resources cannot be satisfied.

Either way, the scheduler continues calculating predicted start time for the remaining jobs without considering the skipped job.

Later, once the resource request of skipped job can be satisfied and placed in a future allocation, the scheduler reevaluates the predicted start time for the rest of jobs, which may potentially postpone their start times.

To minimize the overhead in recalculating the predicted start times to include previously skipped jobs, you should configure a small value for LSB_TIME_RESERVE_NUMJOBS in `lsf.conf`.

Reservation scenarios

Scenario 1

Even though no running jobs finish and no host status in cluster are changed, a job's future allocation may still change from time to time.

Why this happens

Each scheduling cycle, the scheduler recalculates a job's reservation information, estimated start time, and opportunity for future allocation. The job candidate host list may be reordered according to current load. This reordered candidate host list will be used for the entire scheduling cycle, also including job future allocation calculation. So different order of candidate hosts may lead to different result of job future allocation. However, the job estimated start time should be the same.

For example, there are two hosts in cluster, `hostA` and `hostB`. 4 CPUs per host. Job 1 is running and occupying 2 CPUs on `hostA` and 2 CPUs on `hostB`. Job 2 requests 6 CPUs. If the order of hosts is `hostA` and `hostB`, then the future allocation of job 2 will be 4 CPUs on `hostA` 2 CPUs on `hostB`. If the order of hosts changes in the next scheduling cycle changes to `hostB` and `hostA`, then the future allocation of job 2 will be 4 CPUs on `hostB` 2 CPUs on `hostA`.

Scenario 2:

If you set JOB_ACCEPT_INTERVAL to non-zero value, after job is dispatched, within JOB_ACCEPT_INTERVAL period, pending job estimated start time and future allocation may momentarily fluctuate.

Why this happens

The scheduler does a time-based reservation calculation each cycle. If JOB_ACCEPT_INTERVAL is set to non-zero value. Once a new job has been dispatched to a host, this host will not accept new job within JOB_ACCEPT_INTERVAL interval. Because the host will not be considered for the entire scheduling cycle, no time-based reservation calculation is done, which may result in slight change in job estimated start time and future allocation information. After JOB_ACCEPT_INTERVAL has passed, host will become available for time-based reservation calculation again, and the pending job estimated start time and future allocation will be accurate again.

Examples

Example 1

Three hosts, 4 CPUs each: `qat24`, `qat25`, and `qat26`. Job 11895 uses 4 slots on `qat24` (10 hours). Job 11896 uses 4 slots on `qat25` (12 hours), and job 11897 uses 2 slots on `qat26` (9 hours).

Job 11898 is submitted and requests `-n 6 -R "span[ptile=2]"`.

```
bjobs -l 11898
Job <11898>, User <user2>, Project <default>, Status <PEND>, Queue <challenge>,
Job Priority <50>, Command <sleep 100000000>
...
RUNLIMIT
 840.0 min of hostA
```

```
Fri Apr 22 15:18:56 2010: Reserved <2> job slots on host(s) <2*qat26>;
Sat Apr 23 03:28:46 2010: Estimated Job Start Time;
                          alloc=2*qat25 2*qat24 2*qat26.lsf.platform.com
...
```

Example 2

Two cpuset hosts, mstatx00 and mstatx01, 8 CPUs per host. Job 3873 uses 4*mstatx00 and will last for 10 hours. Job 3874 uses 4*mstatx01 and will run for 12 hours. Job 3875 uses 2*mstatx02 and 2*mstatx03, and will run for 13 hours.

Job 3876 is submitted and requests `-n 4 -ext "cpuset[nodes=2]" -R "rusage[mem=100] span[ptile= 2]"`.

```
bjobs -l 3876
Job <3876>, User <user2>, Project <default>, Status <PEND>, Queue <sq32_s>, Command <sleep 33333>
Tue Dec 22 04:56:54: Submitted from host <mstatx00>, CWD <$HOME>, 4 Processors Requested,
Requested Resources <rusage[mem=100] span[ptile= 2]>;
...
RUNLIMIT
60.0 min of mstatx00 Tue Dec 22 06:07:38: Estimated job start time; alloc=2*mstatx01 2*mstatx00 ...
```

Example 3

Rerun example 1, but this time, use greedy slot reservation instead of time-based reservation:

```
bjobs -l 3876
Job <12103>, User <user2>, Project <default>, Status <PEND>, Queue <challenge>,
                     Job Priority <50>, Command <sleep 1000000>
Fri Apr 22 16:17:59 2010: Submitted from host <qat26>, CWD <$HOME>, 6 Processors Req
                     uested, Requested Resources <span[ptile=2]>;
...
RUNLIMIT
 720.0 min of qat26
Fri Apr 22 16:18:09 2010: Reserved <2> job slots on host(s) <2*qat26.lsf.platform.com>;
Sat Apr 23 01:39:13 2010: Job will start no sooner than indicated time stamp;
...
```

View resource reservation information

View host-level resource information (bhosts)

1. Use **bhosts -l** to show the amount of resources reserved on each host. In the following example, 143 MB of memory is reserved on hostA, and no memory is currently available on the host.

```
bhosts -l hostA
HOST  hostA
STATUS     CPUF   JL/U   MAX   NJOBS    RUN   SSUSP   USUSP   RSV  DISPATCH_WINDOW
ok       20.00      -     4       2      1       0       0     1       -
CURRENT LOAD USED FOR SCHEDULING:
            r15s   r1m  r15m     ut     pg       io    ls     it    tmp      swp    mem   slots
Total       1.5   1.2   2.0   91%     2.5        7    49      0   911M     915M     0M       8
Reserved    0.0   0.0   0.0    0%     0.0        0     0      0     0M       0M    143M       8
```

2. Use **bhosts -s** to view information about shared resources.

View queue-level resource information (bqueues)

Use **bqueues -l** to see the resource usage that is configured at the queue level.

```
bqueues -l reservation
QUEUE: reservation
 -- For resource reservation

PARAMETERS/STATISTICS
```

```
PRIO NICE STATUS          MAX JL/U JL/P JL/H NJOBS  PEND   RUN SSUSP USUSP  RSV
40      0 Open:Active       -    -    -    -     4     0     0     0     0    4

SCHEDULING PARAMETERS
           r15s   r1m   r15m   ut    pg    io   ls    it    tmp    swp    mem
loadSched  -       -      -     -     -    -    -     -      -      -      -
loadStop   -       -      -     -     -    -    -     -      -      -      -

               cpuspeed    bandwidth
loadSched          -            -
loadStop           -            -

SCHEDULING POLICIES:  RESOURCE_RESERVE

USERS:   all users
HOSTS:   all
Maximum resource reservation time: 600 seconds
```

View reserved memory for pending jobs (bjobs)

If the job memory requirements cannot be satisfied, **bjobs -l** shows the pending reason. **bjobs -l** shows both reserved slots and reserved memory.

For example, the following job reserves 60 MB of memory on hostA:

```
bsub -m hostA -n 2 -q reservation -R"rusage[mem=60]" sleep 8888
Job <3> is submitted to queue <reservation>.
```

bjobs -l shows the reserved memory:

```
bjobs -lp
Job <3>, User <user1>, Project <default>, Status <PEND>, Queue <reservation>
                     , Command <sleep 8888>
Tue Jan 22 17:01:05 2010: Submitted from host <user1>, CWD </home/user1/>, 2 Processors
Requested, Requested Resources <rusage[mem=60]>, Specified Hosts <hostA>;
Tue Jan 22 17:01:15 2010: Reserved <1> job slot on host <hostA>;
Tue Jan 22 17:01:15 2010: Reserved <60> megabyte memory on host <60M*hostA>;
PENDING REASONS:  Not enough job slot(s): hostA;

SCHEDULING PARAMETERS
           r15s   r1m   r15m   ut    pg    io   ls    it    tmp    swp    mem
loadSched  -       -      -     -     -    -    -     -      -      -      -
loadStop   -       -      -     -     -    -    -     -      -      -      -

               cpuspeed    bandwidth
loadSched          -            -
loadStop           -             -
RESOURCE REQUIREMENT DETAILS:
...
```

View per-resource reservation (bresources)

Use **bresources** to display per-resource reservation configurations from lsb.resources:

Job Dependency and Job Priority

Job dependency terminology

- Job dependency: The start of a job depends on the state of other jobs.
- Parent jobs: Jobs that other jobs depend on.
- Child jobs: Jobs that cannot start until other jobs have reached a specific state.

Example: If job2 depends on job1 (meaning that job2 cannot start until job1 reaches a specific state), then job2 is the child job and job1 is the parent job.

Job dependency scheduling

About job dependency scheduling

Sometimes, whether a job should start depends on the result of another job. For example, a series of jobs could process input data, run a simulation, generate images based on the simulation output, and finally, record the images on a high-resolution film output device. Each step can only be performed after the previous step finishes successfully, and all subsequent steps must be aborted if any step fails.

Some jobs may not be considered complete until some post-job processing is performed. For example, a job may need to exit from a post-execution job script, clean up job files, or transfer job output after the job completes.

In LSF, any job can be dependent on other LSF jobs. When you submit a job, you use **bsub -w** to specify a dependency expression, usually based on the job states of preceding jobs.

LSF will not place your job unless this dependency expression evaluates to TRUE. If you specify a dependency on a job that LSF cannot find (such as a job that has not yet been submitted), your job submission fails.

Syntax

bsub -w '*dependency_expression*'

The dependency expression is a logical expression that is composed of one or more dependency conditions.

- To make dependency expression of multiple conditions, use the following logical operators:
  - && (AND)
  - || (OR)
  - ! (NOT)
- Use parentheses to indicate the order of operations, if necessary.
- Enclose the dependency expression in single quotes (') to prevent the shell from interpreting special characters (space, any logic operator, or parentheses). If you use single quotes for the dependency expression, use double quotes for quoted items within it, such as job names.
- Job names specify only your own jobs, unless you are an LSF administrator.
- Use double quotes (") around job names that begin with a number.
- In Windows, enclose the dependency expression in double quotes (") when the expression contains a space. For example:
  - `bsub -w "exit(678, 0)"` requires double quotes in Windows.
  - `bsub -w 'exit(678,0)'` can use single quotes in Windows.
- In the job name, specify the wildcard character (*) at the end of a string to indicate all jobs whose name begins with the string. For example, if you use `jobA*` as the job name, it specifies jobs named `jobA`, `jobA1`, `jobA_test`, `jobA.log`, etc.

  Note:

  Wildcard characters can only be used at the end of job name strings within the job dependency expression.

Multiple jobs with the same name

By default, if you use the job name to specify a dependency condition, and more than one of your jobs has the same name, all of your jobs that have that name must satisfy the test.

To change this behavior, set JOB_DEP_LAST_SUB in `lsb.params` to 1. Then, if more than one of your jobs has the same name, the test is done on the one submitted most recently.

Specify a job dependency:
To specify job dependencies, use **bsub -w** to specify a dependency expression for the job.

Dependency conditions

The following dependency conditions can be used with any job:

- `done(`*job_ID* `|` "*job_name*"`)`
- `ended(`*job_ID* `|` "*job_name*"`)`
- `exit(`*job_ID* `[,[`*op*`]` *exit_code*`])`
- `exit("`*job_name*`"[,[`*op*`]` *exit_code*`])`
- `external(`*job_ID* `|` "*job_name*"`,` "*status_text*"`)`
- *job_ID* `|` "*job_name*"
- `post_done(`*job_ID* `|` "*job_name*"`)`
- `post_err(`*job_ID* `|` "*job_name*"`)`
- `started(`*job_ID* `|` "*job_name*"`)`

done

Syntax

`done(`*job_ID* `|` "*job_name*"`)`

Description

The job state is DONE.

ended

Syntax

`ended(`*job_ID* `|` "*job_name*"`)`

Description

The job state is EXIT or DONE.

exit

Syntax

`exit(`*job_ID* `|` "*job_name*"`[,[`*operator*`]` *exit_code*`])`

where *operator* represents one of the following relational operators:

>

>=

<

<=

==

!=

Description

The job state is EXIT, and the job's exit code satisfies the comparison test.

If you specify an exit code with no operator, the test is for equality (== is assumed).

If you specify only the job, any exit code satisfies the test.

Examples

```
exit (myjob)
```

The job named `myjob` is in the EXIT state, and it does not matter what its exit code was.

```
exit (678,0)
```

The job with job ID 678 is in the EXIT state, and terminated with exit code 0.

```
exit ("678",!=0)
```

The job named `678` is in the EXIT state, and terminated with any non-zero exit code.

external

Syntax

`external(`*job_ID* | "*job_name*"`, "`*status_text*`")`

Specify the first word of the job status or message description (no spaces). Only the first word is evaluated.

Description

The job has the specified job status, or the text of the job's status begins with the specified word.

Job ID or job name

Syntax

job_ID | "*job_name*"

Description

If you specify a job without a dependency condition, the test is for the DONE state (LSF assumes the "done" dependency condition by default).

post_done

Syntax

`post_done(`*job_ID* | "*job_name*"`)`

Description

The job state is POST_DONE (the post-processing of specified job has completed without errors).

post_err

Syntax

```
post_err(job_ID | "job_name")
```

Description

The job state is POST_ERR (the post-processing of specified job has completed with errors).

started

Syntax

```
started(job_ID | "job_name")
```

Description

The job state is:

- USUSP, SSUSP, DONE, or EXIT
- RUN and the job has a pre-execution command that is done.

Advanced dependency conditions

If you use job arrays, you can specify additional dependency conditions that only work with job arrays.

To use other dependency conditions with array jobs, specify elements of a job array in the usual way.

Job dependency examples

```
bsub -J "JobA" -w 'done(JobB)' command
```

The simplest kind of dependency expression consists of only one dependency condition. For example, if `JobA` depends on the successful completion of `JobB`, submit the job as shown.

```
-w 'done(312) && (started(Job2)||exit("99Job"))'
```

The submitted job will not start until the job with the job ID of 312 has completed successfully, and either the job named `Job2` has started, or the job named `99Job` has terminated abnormally.

```
-w "210"
```

The submitted job will not start unless the job named 210 is finished.

View job dependencies

The **bjdepinfo** command displays any dependencies that jobs have, either jobs that depend on a job or jobs that your job depends on.

By specifying `-r`, you get not only direct dependencies (job A depends on job B), but also indirect dependencies (job A depends on job B, job B depends on jobs C and D). You can also limit the number of levels returned using the `-r` option.

The `-l` option displays results in greater detail.

- To display all jobs that this job depends on:

```
bjdepinfo 123
JOBID PARENT PARENT_STATUS PARENT_NAME  LEVEL
123   32522  RUN           JOB32522     1
```

- To display jobs that depend on a job, you specify (display child jobs):

```
bjdepinfo -c 300
JOBID CHILD CHILD_STATUS CHILD_NAME LEVEL
300   310   PEND         JOB310     1
300   311   PEND         JOB311     1
300   312   PEND         JOB312     1
```

- To display the parent jobs that cause a job to pend:

```
bjdepinfo -p 100
```

These jobs are always pending because their dependency has not yet been satisfied.

```
JOBID PARENT PARENT_STATUS PARENT_NAME LEVEL
100   99     PEND          JOB99       1
100   98     PEND          JOB98       1
100   97     PEND          JOB97       1
100   30     PEND          JOB30       1
```

- Display more information about job dependencies including whether the condition has been satisfied or not and the condition that is on the job:

```
bjdepinfo -l 32522
Dependency condition of job <32522> is not satisfied: done(23455)
JOBID PARENT PARENT_STATUS PARENT_NAME  LEVEL
32522 23455  RUN           JOB23455     1
```

- Display information about job dependencies that includes only direct dependencies and two levels of indirect dependencies:

```
bjdepinfo -r 3 -l 100
Dependency condition of job <100> is not satisfied: done(99) && ended(98) && done(97) && done(96)
JOBID PARENT PARENT_STATUS PARENT_NAME LEVEL
100   99     PEND          JOB99       1
100   98     PEND          JOB98       1
100   97     PEND          JOB97       1
100   96     DONE          JOB96       1
Dependency condition of job <97> is not satisfied: done(89)
JOBID PARENT PARENT_STATUS PARENT_NAME LEVEL
97    89     PEND          JOB89       2
Dependency condition of job <89> is not satisfied: ended(86)
JOBID PARENT PARENT_STATUS PARENT_NAME LEVEL
89    86     PEND          JOB86       3
```

Job priorities

User-assigned job priority

User-assigned job priority provides controls that allow users to order their jobs with the jobs of other users in a queue. Job order is the first consideration to determine job eligibility for dispatch. Jobs are still subject to all scheduling policies regardless of job priority. Jobs with the same priority are ordered first come first served.

The job owner can change the priority of their own jobs. LSF and queue administrators can change the priority of all jobs in a queue.

User-assigned job priority is enabled for all queues in your cluster, and can be configured with automatic job priority escalation to automatically increase the priority of jobs that have been pending for a specified period of time.

Considerations

The **btop** and **bbot** commands move jobs relative to other jobs of the same priority. These commands do not change job priority.

Configure job priority:

1. To configure user-assigned job priority edit `lsb.params` and define MAX_USER_PRIORITY. This configuration applies to all queues in your cluster.

   `MAX_USER_PRIORITY=`*max_priority*

   Where:

   max_priority

   Specifies the maximum priority that a user can assign to a job. Valid values are positive integers. Larger values represent higher priority; 1 is the lowest.

   LSF and queue administrators can assign priority beyond *max_priority* for jobs they own.
2. Use **bparams -l** to display the value of MAX_USER_PRIORITY.

Example

```
MAX_USER_PRIORITY=100
```

Specifies that 100 is the maximum job priority that can be specified by a user.

Specify job priority:
Job priority is specified at submission using **bsub** and modified after submission using **bmod**. Jobs submitted without a priority are assigned the default priority of MAX_USER_PRIORITY/2.

`bsub -sp` *priority*`bmod [-sp` *priority* `| -spn]` *job_ID*

Where:
`-sp` *priority*
Specifies the job priority. Valid values for *priority* are any integers between 1 and MAX_USER_PRIORITY (displayed by **bparams -l**). Incorrect job priorities are rejected.
LSF and queue administrators can specify priorities beyond MAX_USER_PRIORITY for jobs they own.
`-spn`
Sets the job priority to the default priority of MAX_USER_PRIORITY/2 (displayed by **bparams -l**).

View job priority information:
Use the following commands to view job history, the current status and system configurations:

- **bhist -l** *job_ID*

  Displays the history of a job including changes in job priority.
- **bjobs -l [***job_ID***]**

Displays the current job priority and the job priority at submission time. Job priorities are changed by the job owner, LSF, and queue administrators, and automatically when automatic job priority escalation is enabled.

- **bparams -l**

  Displays values for:

  – The maximum user priority, MAX_USER_PRIORITY
  – The default submission priority, MAX_USER_PRIORITY/2
  – The value and frequency used for automatic job priority escalation, JOB_PRIORITY_OVER_TIME

Automatic job priority escalation

Automatic job priority escalation automatically increases job priority of jobs that have been pending for a specified period of time. User-assigned job priority must also be configured.

As long as a job remains pending, LSF automatically increases the job priority beyond the maximum priority specified by MAX_USER_PRIORITY. Job priority is not increased beyond the value of `max_int` on your system.

Pending job resize allocation requests for resizable jobs inherit the job priority from the original job. When the priority of the allocation request gets adjusted, the priority of the original job is adjusted as well. The job priority of a running job is adjusted when there is an associated resize request for allocation growth. **bjobs** displays the updated job priority.

If necessary, a new pending resize request is regenerated after the job gets dispatched. The new job priority is used.

For requeued and rerun jobs, the dynamic priority value is reset. For migrated jobs, the existing dynamic priority value is carried forward. The priority is recalculated based on the original value.

Configure job priority escalation:

1. To configure job priority escalation edit `lsb.params` and define JOB_PRIORITY_OVER_TIME.

   `JOB_PRIORITY_OVER_TIME=`*`increment/interval`*

   Where:

   increment

   Specifies the value used to increase job priority every *interval* minutes. Valid values are positive integers.

   interval

   Specifies the frequency, in minutes, to *increment* job priority. Valid values are positive integers.

   Note:

   User-assigned job priority must also be configured,
2. Use **bparams -l** to display the values of JOB_PRIORITY_OVER_TIME.

Example

```
JOB_PRIORITY_OVER_TIME=3/20
```

Specifies that every 20 minute *interval increment* to job priority of pending jobs by 3.

Absolute job priority scheduling

Absolute job priority scheduling (APS) provides a mechanism to control the job dispatch order to prevent job starvation.

When configured in a queue, APS sorts pending jobs for dispatch according to a job priority value calculated based on several configurable job-related factors. Each job priority weighting factor can contain subfactors. Factors and subfactors can be independently assigned a weight.

APS provides administrators with detailed yet straightforward control of the job selection process.

- APS only sorts the jobs; job scheduling is still based on configured LSF scheduling policies. LSF attempts to schedule and dispatch jobs based on their order in the APS queue, but the dispatch order is not guaranteed.
- The job priority is calculated for pending jobs across multiple queues that are based on the sum of configurable factor values. Jobs are then ordered based on the calculated APS value.
- You can adjust the following for APS factors:
  - A weight for scaling each job-related factor and subfactor
  - Limits for each job-related factor and subfactor
  - A grace period for each factor and subfactor
- To configure absolute priority scheduling (APS) across multiple queues, define APS queue groups. When you submit a job to any queue in a group, the job's dispatch priority is calculated using the formula defined in the group's master queue.
- Administrators can also set a static system APS value for a job. A job with a system APS priority is guaranteed to have a higher priority than any calculated value. Jobs with higher system APS settings have priority over jobs with lower system APS settings.
- Administrators can use the ADMIN factor to manually adjust the calculated APS value for individual jobs.

Scheduling priority factors

To calculate the job priority, APS divides job-related information into several categories. Each category becomes a factor in the calculation of the scheduling priority. You can configure the weight, limit, and grace period of each factor to get the desired job dispatch order.

LSF sums the value of each factor based on the weight of each factor.

Factor weight

The weight of a factor expresses the importance of the factor in the absolute scheduling priority. The factor weight is multiplied by the value of the factor to change the factor value. A positive weight increases the importance of the factor, and a negative weight decreases the importance of a factor. Undefined factors have a weight of 0, which causes the factor to be ignored in the APS calculation.

Factor limit

The limit of a factor sets the minimum and maximum absolute value of each weighted factor. Factor limits must be positive values.

Factor grace period

Each factor can be configured with a grace period. The factor only counted as part of the APS value when the job has been pending for a long time and it exceeds the grace period.

Factors and subfactors

Factors	Subfactors	Metric
FS (user based fairshare factor)	The existing fairshare feature tunes the dynamic user priority	The fairshare factor automatically adjusts the APS value based on dynamic user priority. FAIRSHARE must be defined in the queue. The FS factor is ignored for non-fairshare queues. The FS factor is influenced by the following fairshare parameters defined in lsb.queues or lsb.params: • CPU_TIME_FACTOR • RUN_TIME_FACTOR • RUN_JOB_FACTOR • HIST_HOURS
RSRC (resource factors)	PROC	Requested tasks is the max of **bsub -n** *min_task*, *max_task*, the min of **bsub -n** *min*, or the value of **TASKLIMIT** in `lsb.queues`.
	MEM	Total real memory requested (in MB or in units set in **LSF_UNIT_FOR_LIMITS** in `lsf.conf`). Memory requests appearing to the right of a `||` symbol in a usage string are ignored in the APS calculation. For multi-phase memory reservation, the APS value is based on the first phase of reserved memory.
	SWAP	Total swap space requested (in MB or in units set in **LSF_UNIT_FOR_LIMITS** in `lsf.conf`). As with MEM, swap space requests appearing to the right of a `||` symbol in a usage string are ignored.

Factors	Subfactors	Metric
WORK (job attributes)	JPRIORITY	The job priority specified by: • Default specified by MAX_USER_PRIORITY in `lsb.params` • Users with **bsub -sp** or **bmod -sp** • Automatic priority escalation with **JOB_PRIORITY_OVER_TIME** in `lsb.params`
	QPRIORITY	The priority of the submission queue.
ADMIN		Administrators use **bmod -aps** to set this subfactor value for each job. A positive value increases the APS. A negative value decreases the APS. The ADMIN factor is added to the calculated APS value to change the factor value. The ADMIN factor applies to the entire job. You cannot configure separate weight, limit, or grace period factors. The ADMIN factor takes effect as soon as it is set.

Where LSF gets the job information for each factor

Factor or subfactor	Gets job information from...
MEM	The value for jobs submitted with -R "rusage[mem]" For compound resource requirements submitted with -R "n1*{rusage[mem1]} + n2*{rusage[mem2]}" the value of MEM depends on whether resources are reserved per slot. • If **RESOURCE_RESERVE_PER_SLOT**=N, then MEM=mem1+mem2 • If **RESOURCE_RESERVE_PER_SLOT**=Y, then MEM=n1*mem1+n2*mem2 For an alternative resource requirements, there is a plugin that considers all alternatives and uses the maximum value for the resource under consideration (SWP or MEM).
SWAP	The value for jobs submitted with -R "rusage[swp]" For compound and alternative resource requirements, SWAP is determined in the same manner as MEM.

Factor or subfactor	Gets job information from...
PROC	The value of *n* for jobs submitted with **bsub -n** (**min_task**, **max_task**), or the value of **TASKLIMIT** in `lsb.queues` Task limits can be specified at the job-level (**bsub -n**), the application-level (**TASKLIMIT**), and at the queue-level (**TASKLIMIT**). Job-level limits (**bsub -n**) override application-level **TASKLIMIT**, which overrides queue-level **TASKLIMIT**. Job-level limits must fall within the maximum and minimum limits of the application profile and the queue. Compound resource requirements by their nature express the number of processors a job requires. The minimum number of processors requested by way of job-level (**bsub -n**), application-level (**TASKLIMIT**), and queue-level (**TASKLIMIT**) must be equal and possibly greater than the number of processors requested through the resource requirement. If the final term of the compound resource requirement does not specify a number of processors then the relationship is equal to or greater than. If the final term of the compound resource requirement does specify a number of processors then the relationship is equal to, and the maximum number of processors requested must be equal to the minimum requested. LSF checks only that the default value supplied in **TASKLIMIT** (the first value of a pair or middle value of three values) is a multiple of a block. Maximum or minimum **TASKLIMIT** does not need to be a multiple of the block value. Alternative resource requirements may or may not specify the number of processors a job requires. The minimum number of processors requested by way of job-level (**bsub -n**), application-level (**TASKLIMIT**), and queue-level (**TASKLIMIT**) must be less than or equal the minimum implied through the resource requirement. The maximum number of processors requested by way of job-level (**bsub -n**), application-level (**TASKLIMIT**), and queue-level (**TASKLIMIT**) must be equal to or greater than the maximum implied through the resource requirement. Any alternative which does not specify the number of processors is assumed to request the range from minimum to maximum, or request the default number of processors.
JPRIORITY	The dynamic priority of the job, updated every scheduling cycle and escalated by interval defined in **JOB_PRIORITY_OVER_TIME** defined in `lsb.params`
QPRIORITY	The priority of the job submission queue
FS	The fairshare priority value of the submission user

Enable absolute priority scheduling:
Configure APS_PRIORITY in an absolute priority queue in `lsb.queues`.
`APS_PRIORITY=WEIGHT[[`*factor*`,` *value*`] [`*subfactor*`,` *value*`]...]...] LIMIT[[`*factor*`,` *value*`] [`*subfactor*`,` *value*`]...]...] GRACE_PERIOD[[`*factor*`,` *value*`] [`*subfactor*`,` *value*`]...]...]`
Pending jobs in the queue are ordered according to the calculated APS value.
If weight of a subfactor is defined, but the weight of parent factor is not defined, the parent factor weight is set as 1.

The WEIGHT and LIMIT factors are floating-point values. Specify a *value* for GRACE_PERIOD in seconds (*value*s), minutes (*value*m), or hours (*value*h). The default unit for grace period is hours.
For example, the following sets a grace period of 10 hours for the MEM factor, 10 minutes for the JPRIORITY factor, 10 seconds for the QPRIORITY factor, and 10 hours (default) for the RSRC factor:

```
GRACE_PERIOD[[MEM,10h] [JPRIORITY, 10m] [QPRIORITY,10s] [RSRC, 10]]
```

Note:

You cannot specify zero for the WEIGHT, LIMIT, and GRACE_PERIOD of any factor or subfactor.

APS queues cannot configure cross-queue fairshare (FAIRSHARE_QUEUES) or host-partition fairshare.

Modify the system APS value (bmod):
The absolute scheduling priority for a newly submitted job is dynamic. Job priority is calculated and updated based on formula specified by APS_PRIORITY in the absolute priority queue.

You must be an administrator to modify the calculated APS value.

1. Run **bmod** *job_ID* to manually override the calculated APS value.
2. Run **bmod -apsn** *job_ID* to undo the previous **bmod -aps** setting.

Assign a static system priority and ADMIN factor value:
Run **bmod -aps "system=value"** to assign a static job priority for a pending job. The value cannot be zero.
In this case, job's absolute priority is not calculated. The system APS priority is guaranteed to be higher than any calculated APS priority value. Jobs with higher system APS settings have priority over jobs with lower system APS settings.
The system APS value set by **bmod -aps** is preserved after **mbatchd** reconfiguration or **mbatchd** restart.

Use the ADMIN factor to adjust the APS value:
use **bmod -aps "admin=value"** to change the calculated APS value for a pending job.
The ADMIN factor is added to the calculated APS value to change the factor value. The absolute priority of the job is recalculated. The value cannot be zero .
A **bmod -aps** command always overrides the last **bmod -aps** commands
The ADMIN APS value set by **bmod -aps** is preserved after **mbatchd** reconfiguration or **mbatchd** restart.

Example bmod output

The following commands change the APS values for jobs 313 and 314:

```
bmod -aps "system=10" 313
Parameters of job <313> are being changed
bmod -aps "admin=10.00" 314
Parameters of job <314> are being changed
```

View modified APS values:

1. Run **bjobs -aps** to see the effect of the changes:

```
bjobs -aps
JOBID   USER   STAT   QUEUE  FROM_HOST EXEC_HOST   JOB_NAME   SUBMIT_TIME    APS
313    user1   PEND   owners hostA                    myjob  Feb 12 01:09    (10)
```

```
321    user1   PEND   owners hostA                 myjob  Feb 12 01:09      -
314    user1   PEND   normal hostA                 myjob  Feb 12 01:08 109.00
312    user1   PEND   normal hostA                 myjob  Feb 12 01:08  99.00
315    user1   PEND   normal hostA                 myjob  Feb 12 01:08  99.00
316    user1   PEND   normal hostA                 myjob  Feb 12 01:08  99.00
```

2. Run **bjobs -l** to show APS values modified by the administrator:

```
bjobs -l
Job <313>, User <user1>, Project <default>, Service Class <SLASamples>, Status <RUN>,
Queue <normal>, Command <myjob>, System Absolute Priority <10> ...
Job <314>, User <user1>, Project <default>, Status <PEND>, Queue <normal>,
Command <myjob>, Admin factor value <10> ...
```

3. Use **bhist -l** to see historical information about administrator changes to APS values.

   For example, after running these commands:

   a. `bmod -aps "system=10" 108`

   b. `bmod -aps "admin=20" 108`

   c. `bmod -apsn 108`

   bhist -l shows the sequence changes to job 108:

```
bhist -l
Job <108>, User <user1>, Project <default>, Command <sleep 10000>
Tue Feb 23 15:15:26 2010: Submitted from host <HostB>, to
Queue <normal>, CWD </scratch/user1>;
Tue Feb 23 15:15:40 2010: Parameters of Job are changed:
   Absolute Priority Scheduling factor string changed to : system=10;
Tue Feb 23 15:15:48 2010: Parameters of Job are changed:
   Absolute Priority Scheduling factor string changed to : admin=20;
Tue Feb 23 15:15:58 2010: Parameters of Job are changed:
   Absolute Priority Scheduling factor string deleted;
Summary of time in seconds spent in various states by  Tue Feb 23 15:16:02 2010
  PEND    PSUSP    RUN    USUSP    SSUSP    UNKWN    TOTAL
   36       0       0       0        0        0        36
...
```

Configure APS across multiple queues:

Use **QUEUE_GROUP** in an absolute priority queue in `lsb.queues` to configure APS across multiple queues.

When APS is enabled in the queue with APS_PRIORITY, the FAIRSHARE_QUEUES parameter is ignored. The QUEUE_GROUP parameter replaces FAIRSHARE_QUEUES, which is obsolete in LSF 7.0.

For example, you want to schedule jobs from the normal queue and the short queue, factoring the job priority (weight 1) and queue priority (weight 10) in the APS value:

```
Begin Queue
QUEUE_NAME   = normal
PRIORITY     = 30
NICE         = 20
APS_PRIORITY = WEIGHT [[JPRIORITY, 1] [QPRIORITY, 10]]
QUEUE_GROUP = short
DESCRIPTION  = For normal low priority jobs, running only if hosts are lightly loaded.
End Queue
...
Begin Queue
QUEUE_NAME   = short
PRIORITY     = 20
NICE         = 20
End Queue
```

The APS value for jobs from the normal queue and the short queue are: calculated as:

```
APS_PRIORITY = 1 * (1 * job_priority + 10 * queue_priority)
```

The first 1 is the weight of the WORK factor; the second 1 is the weight of the job priority subfactor; the 10 is the weight of queue priority subfactor.
If you want the job priority to increase based on the pending time, you must configure **JOB_PRIORITY_OVER_TIME** parameter in the `lsb.params`.

Extending the example, you now want to add user-based fairshare with a weight of 100 to the APS value in the normal queue:

```
Begin Queue
QUEUE_NAME   = normal
PRIORITY     = 30
NICE         = 20
FAIRSHARE = USER_SHARES [[user1, 5000] [user2, 5000] [others, 1]]
APS_PRIORITY = WEIGHT [[JPRIORITY, 1] [QPRIORITY, 10] [FS, 100]]
QUEUE_GROUP = short
DESCRIPTION  = For normal low priority jobs, running only if hosts are lightly loaded.
End Queue
```

The APS value is now calculated as

```
APS_PRIORITY = 1 * (1 * job_priority + 10 * queue_priority) + 100 * user_priority
```

Finally, you now to add swap space to the APS value calculation. The APS configuration changes to:

```
APS_PRIORITY = WEIGHT [[JPRIORITY, 1] [QPRIORITY, 10] [FS, 100] [SWAP, -10]]
```

And the APS value is now calculated as

```
APS_PRIORITY = 1 * (1 * job_priority + 10 * queue_priority)
+ 100 * user_priority + 1 * (-10 * SWAP)
```

View pending job order by the APS value:
Run **bjobs -aps** to see APS information for pending jobs in the order of absolute scheduling priority.
The order that the pending jobs are displayed is the order in which the jobs are considered for dispatch.
The APS value is calculated based on the current scheduling cycle, so jobs are not guaranteed to be dispatched in this order.
Pending jobs are ordered by APS value. Jobs with system APS values are listed first, from highest to lowest APS value. Jobs with calculated APS values are listed next ordered from high to low value. Finally, jobs not in an APS queue are listed. Jobs with equal APS values are listed in order of submission time.

If queues are configured with the same priority, **bjobs -aps** may not show jobs in the correct expected dispatch order. Jobs may be dispatched in the order the queues are configured in `lsb.queues`. You should avoid configuring queues with the same priority.

Example bjobs -aps output

The following example uses this configuration;

- The APS only considers the job priority and queue priority for jobs from normal queue (priority 30) and short queue (priority 20)
  - APS_PRIORITY = WEIGHT [[QPRIORITY, 10] [JPRIORITY, 1]]
  - QUEUE_GROUP = short
- Priority queue (40) and idle queue (15) do not use APS to order jobs
- JOB_PRIORITY_OVER_TIME=5/10 in `lsb.params`

- MAX_USER_PRIORITY=100 in `lsb.params`

bjobs -aps was run at 14:41:

```
bjobs -aps
JOBID     USER     STAT    QUEUE    FROM_HOST    JOB_NAME     SUBMIT_TIME    APS
  15     User2     PEND    priority    HostB       myjob     Dec 21 14:30     -
  22     User1     PEND    Short       HostA       myjob     Dec 21 14:30     (60)
   2     User1     PEND    Short       HostA       myjob     Dec 21 11:00     360
  12     User2     PEND    normal      HostB       myjob     Dec 21 14:30     355
   4     User1     PEND    Short       HostA       myjob     Dec 21 14:00     270
   5     User1     PEND    Idle        HostA       myjob     Dec 21 14:01      -
```

For job 2, APS = 10 * 20 + 1 * (50 + 220 * 5 /10) = 360For job 12, APS = 10 *30 + 1 * (50 + 10 * 5/10) = 355For job 4, APS = 10 * 20 + 1 * (50 + 40 * 5 /10) = 270

View APS configuration for a queue:
Run **bqueues -l** to see the current APS information for a queue:

```
bqueues -l normal

QUEUE: normal
  -- No description provided.  This is the default queue.

PARAMETERS/STATISTICS
PRIO NICE STATUS          MAX JL/U JL/P JL/H NJOBS  PEND   RUN SSUSP USUSP  RSV
500   20  Open:Active       -    -    -    -     0     0     0     0     0    0

SCHEDULING PARAMETERS
           r15s   r1m  r15m   ut      pg    io   ls    it    tmp    swp    mem
 loadSched   -     -     -     -       -     -    -     -     -      -      -
 loadStop    -     -     -     -       -     -    -     -     -      -      -

SCHEDULING POLICIES:  FAIRSHARE  APS_PRIORITY
APS_PRIORITY:
                    WEIGHT FACTORS    LIMIT FACTORS    GRACE PERIOD
  FAIRSHARE            10000.00               -              -
  RESOURCE            101010.00               -          1010h
    PROCESSORS           -10.01               -              -
    MEMORY              1000.00         20010.00             3h
    SWAP               10111.00               -              -
  WORK                     1.00               -              -
    JOB PRIORITY     -999999.00         10000.00          4131s
    QUEUE PRIORITY     10000.00            10.00              -

USER_SHARES:  [user1, 10]

SHARE_INFO_FOR: normal/
 USER/GROUP   SHARES  PRIORITY  STARTED  RESERVED  CPU_TIME  RUN_TIME
user1       10       3.333      0        0         0.0        0

USERS: all
HOSTS:  all
REQUEUE_EXIT_VALUES:  10
```

Job priority behavior:
Fairshare

The default user-based fairshare can be a factor in APS calculation by adding the FS factor to APS_PRIORITY in the queue.

- APS cannot be used together with DISPATCH_ORDER=QUEUE.
- APS cannot be used together with cross-queue fairshare (FAIRSHARE_QUEUES). The QUEUE_GROUP parameter replaces FAIRSHARE_QUEUES, which is obsolete in LSF 7.0.

- APS cannot be used together with queue-level fairshare or host-partition fairshare.

FCFS

APS overrides the job sort result of FCFS.

SLA scheduling

APS cannot be used together with time-based SLAs with velocity, dealine, or throughput goals.

Job requeue

All requeued jobs are treated as newly submitted jobs for APS calculation. The job priority, system, and ADMIN APS factors are reset on requeue.

Rerun jobs

Rerun jobs are not treated the same as requeued jobs. A job typically reruns because the host failed, not through some user action (like job requeue), so the job priority is not reset for rerun jobs.

Job migration

Suspended (**bstop**) jobs and migrated jobs (**bmig**) are always scheduled before pending jobs. For migrated jobs, LSF keeps the existing job priority information.

If LSB_REQUEUE_TO_BOTTOM and LSB_MIG2PEND are configured in `lsf.conf`, the migrated jobs keep their APS information. When LSB_REQUEUE_TO_BOTTOM and LSB_MIG2PEND are configured, the migrated jobs need to compete with other pending jobs based on the APS value. If you want to reset the APS value, then you should use **brequeue**, not **bmig**.

Resource reservation

The resource reservation is based on queue policies. The APS value does not affect current resource reservation policy.

Preemption

The preemption is based on queue policies. The APS value does not affect the current preemption policy.

Chunk jobs

The first chunk job to be dispatched is picked based on the APS priority. Other jobs in the chunk are picked based on the APS priority and the default chunk job scheduling policies.

The following job properties must be the same for all chunk jobs:

- Submitting user
- Resource requirements
- Host requirements
- Queue or application profile

- Job priority

Backfill scheduling

Not affected.

Advance reservation

Not affected.

Resizable jobs

For new resizable job allocation requests, the resizable job inherits the APS value from the original job. The subsequent calculations use factors as follows:

Factor or sub-factor	Behavior
FAIRSHARE	Resizable jobs submitting into fairshare queues or host partitions are subject to fairshare scheduling policies. The dynamic priority of the user who submitted the job is the most important criterion. LSF treats pending resize allocation requests as a regular job and enforces the fairshare user priority policy to schedule them. The dynamic priority of users depends on: • Their share assignment • The slots their jobs are currently consuming • The resources their jobs consumed in the past • The adjustment made by the fairshare plugin (libfairshareadjust.*) Resizable job allocation changes affect the user priority calculation if RUN_JOB_FACTOR is greater than zero (0). Resize add requests increase number of slots in use and decrease user priority. Resize release requests decrease number of slots in use, and increase user priority. The faster a resizable job grows, the lower the user priority is, the less likely a pending allocation request can get more slots.
MEM	Use the value inherited from the original job
PROC	Use the MAX value of the resize request
SWAP	Use the value inherited from the original job
JPRIORITY	Use the value inherited from the original job. If the automatic job priority escalation is configured, the dynamic value is calculated. For a requeued and rerun resizable jobs, the JPRIORITY is reset, and the new APS value is calculated with the new JPRIORITY. For migrated resizable job, the JPRIORITY is carried forward, and the new APS value is calculated with the JPRIORITY continued from the original value.
QPRIORITY	Use the value inherited from the original job
ADMIN	Use the value inherited from the original job

Job Requeue and Job Rerun

About job requeue

A networked computing environment is vulnerable to any failure or temporary conditions in network services or processor resources. For example, you might get NFS stale handle errors, disk full errors, process table full errors, or network connectivity problems. Your application can also be subject to external conditions such as a software license problems, or an occasional failure due to a bug in your application.

Such errors are temporary and probably happen at one time but not another, or on one host but not another. You might be upset to learn all your jobs exited due to temporary errors and you did not know about it until 12 hours later.

LSF provides a way to automatically recover from temporary errors. You can configure certain exit values such that in case a job exits with one of the values, the job is automatically requeued as if it had not yet been dispatched. This job is then be retried later. It is also possible for you to configure your queue such that a requeued job is not scheduled to hosts on which the job had previously failed to run.

Automatic job requeue

You can configure a queue to automatically requeue a job if it exits with a specified exit value.

- The job is requeued to the head of the queue from which it was dispatched, unless the LSB_REQUEUE_TO_BOTTOM parameter in `lsf.conf` is set.
- When a job is requeued, LSF does not save the output from the failed run.
- When a job is requeued, LSF does not notify the user by sending mail.
- A job terminated by a signal is not requeued.

The reserved keyword all specifies all exit codes. Exit codes are typically between 0 and 255. Use a tilde (~) to exclude specified exit codes from the list.

For example:

```
REQUEUE_EXIT_VALUES=all ~1 ~2 EXCLUDE(9)
```

Jobs exited with all exit codes except 1 and 2 are requeued. Jobs with exit code 9 are requeued so that the failed job is not rerun on the same host (exclusive job requeue).

Configure automatic job requeue:

To configure automatic job requeue, set REQUEUE_EXIT_VALUES in the queue definition (`lsb.queues`) or in an application profile (`lsb.applications`) and specify the exit codes that cause the job to be requeued.

Application-level exit values override queue-level values. Job-level exit values (**bsub -Q**) override application-level and queue-level values.

```
Begin Queue
...
REQUEUE_EXIT_VALUES = 99 100
...
End Queue
```

This configuration enables jobs that exit with 99 or 100 to be requeued.

Control how many times a job can be requeued:
By default, if a job fails and its exit value falls into REQUEUE_EXIT_VALUES, LSF requeues the job automatically. Jobs that fail repeatedly are requeued indefinitely by default.

To limit the number of times a failed job is requeued, set MAX_JOB_REQUEUE cluster wide (`lsb.params`), in the queue definition (`lsb.queues`), or in an application profile (`lsb.applications`).
Specify an integer greater than zero.
MAX_JOB_REQUEUE in `lsb.applications` overrides `lsb.queues`, and `lsb.queues` overrides `lsb.params` configuration.

When MAX_JOB_REQUEUE is set, if a job fails and its exit value falls into REQUEUE_EXIT_VALUES, the number of times the job has been requeued is increased by 1 and the job is requeued. When the requeue limit is reached, the job is suspended with PSUSP status. If a job fails and its exit value is not specified in REQUEUE_EXIT_VALUES, the job is not requeued.

View the requeue retry limit:

1. Run **bjobs -l** to display the job exit code and reason if the job requeue limit is exceeded.
2. Run **bhist -l** to display the exit code and reason for finished jobs if the job requeue limit is exceeded.

The job requeue limit is recovered when LSF is restarted and reconfigured. LSF replays the job requeue limit from the JOB_STATUS event and its pending reason in `lsb.events`.

Job-level automatic requeue

Use **bsub -Q** to submit a job that is automatically requeued if it exits with the specified exit values.
Use spaces to separate multiple exit codes. The reserved keyword all specifies all exit codes. Exit codes are typically between 0 and 255. Use a tilde (~) to exclude specified exit codes from the list.
Job-level requeue exit values override application-level and queue-level configuration of the parameter REQUEUE_EXIT_VALUES, if defined.
Jobs running with the specified exit code share the same application and queue with other jobs.
For example:

```
bsub -Q "all ~1 ~2 EXCLUDE(9)" myjob
```

Jobs exited with all exit codes except 1 and 2 are requeued. Jobs with exit code 9 are requeued so that the failed job is not rerun on the same host (exclusive job requeue).

Enable exclusive job requeue:
Define an exit code as EXCLUDE(*exit_code*) to enable exclusive job requeue. Exclusive job requeue does not work for parallel jobs.

Note:

If **mbatchd** is restarted, it does not remember the previous hosts from which the job exited with an exclusive requeue exit code. In this situation, it is possible for a job to be dispatched to hosts on which the job has previously exited with an exclusive exit code.

Modify requeue exit values:
Use **bmod -Q** to modify or cancel job-level requeue exit values.
bmod -Q does not affect running jobs. For rerunnable and requeue jobs, **bmod -Q** affects the next run.

MultiCluster Job forwarding model

For jobs sent to a remote cluster, arguments of **bsub -Q** take effect on remote clusters.

MultiCluster Lease model

The arguments of **bsub -Q** apply to jobs running on remote leased hosts as if they are running on local hosts.

Configure reverse requeue

By default, if you use automatic job requeue, jobs are requeued to the head of a queue. You can have jobs requeued to the bottom of a queue instead. The job priority does not change.

You must already use automatic job requeue (REQUEUE_EXIT_VALUES in `lsb.queues`).

To configure reverse requeue:

1. Set LSB_REQUEUE_TO_BOTTOM in `lsf.conf` to 1.
2. Reconfigure the cluster:
   a. `lsadmin reconfig`
   b. `badmin mbdrestart`

Exclusive job requeue

You can configure automatic job requeue so that a failed job is not rerun on the same host.

Limitations

- If mbatchd is restarted, this feature might not work properly, since LSF forgets which hosts have been excluded. If a job ran on a host and exited with an exclusive exit code before mbatchd was restarted, the job could be dispatched to the same host again after mbatchd is restarted.
- Exclusive job requeue does not work for MultiCluster jobs or parallel jobs
- A job terminated by a signal is not requeued

Configure exclusive job requeue:
Set REQUEUE_EXIT_VALUES in the queue definition (`lsb.queues`) and define the exit code using parentheses and the keyword EXCLUDE:

`EXCLUDE(`*`exit_code`*`...)`

exit_code has the following form:

`"[all] [~`*`number`*` ...] | [`*`number`*` ...]"`

The reserved keyword all specifies all exit codes. Exit codes are typically between 0 and 255. Use a tilde (~) to exclude specified exit codes from the list.

Jobs are requeued to the head of the queue. The output from the failed run is not saved, and the user is not notified by LSF.

When a job exits with any of the specified exit codes, it is requeued, but it is not dispatched to the same host again.

```
Begin Queue
...
REQUEUE_EXIT_VALUES=30 EXCLUDE(20) HOSTS=hostA hostB hostC
...
End Queue
```

A job in this queue can be dispatched to `hostA`, `hostB` or `hostC`.

If a job running on `hostA` exits with value 30 and is requeued, it can be dispatched to `hostA`, `hostB`, or `hostC`. However, if a job running on `hostA` exits with value 20 and is requeued, it can only be dispatched to `hostB` or `hostC`.

If the job runs on `hostB` and exits with a value of 20 again, it can only be dispatched on `hostC`. Finally, if the job runs on `hostC` and exits with a value of 20, it cannot be dispatched to any of the hosts, so it is pending forever.

Requeue a job

You can use `brequeue` to kill a job and requeue it. When the job is requeued, it is assigned the PEND status and the job's new position in the queue is after other jobs of the same priority.

To requeue one job, use **brequeue**.

- You can only use **brequeue** on running (RUN), user-suspended (USUSP), or system-suspended (SSUSP) jobs.
- Users can only requeue their own jobs. Only root and LSF administrator can requeue jobs that are submitted by other users.
- You cannot use **brequeue** on interactive batch jobs

```
brequeue 109
```

LSF kills the job with job ID 109, and requeues it in the PEND state. If job 109 has a priority of 4, it is placed after all the other jobs with the same priority.

```
brequeue -u User5 45 67 90
```

LSF kills and requeues 3 jobs belonging to `User5`. The jobs have the job IDs 45, 67, and 90.

Automatic job rerun

Job requeue vs. job rerun

Automatic job requeue occurs when a job finishes and has a specified exit code (usually indicating some type of failure).

Automatic job rerun occurs when the execution host becomes unavailable while a job is running. It does not occur if the job itself fails.

About job rerun

When a job is rerun or restarted, it is first returned to the queue from which it was dispatched with the same options as the original job. The priority of the job is set sufficiently high to ensure that the job gets dispatched before other jobs in the

queue. The job uses the same job ID number. It is executed when a suitable host is available, and an email message is sent to the job owner informing the user of the restart.

Automatic job rerun can be enabled at the job level, by the user, or at the queue level, by the LSF administrator. If automatic job rerun is enabled, the following conditions cause LSF to rerun the job:

- The execution host becomes unavailable while a job is running
- The system fails while a job is running

When LSF reruns a job, it returns the job to the submission queue, with the same job ID. LSF dispatches the job as if it was a new submission, even if the job has been checkpointed.

Once job is rerun, LSF schedules resizable jobs based on their initial allocation request.

Execution host fails

If the execution host fails, LSF dispatches the job to another host. You receive a mail message informing you of the host failure and the requeuing of the job.

LSF system fails

If the LSF system fails, LSF requeues the job when the system restarts.

Configure queue-level job rerun

To enable automatic job rerun at the queue level, set RERUNNABLE in `lsb.queues` to yes.

Submit a rerunnable job

To enable automatic job rerun at the job level, use **bsub -r**.
Interactive batch jobs (**bsub -I**) cannot be rerunnable.

Submit a job as not rerunnable

To disable automatic job rerun at the job level, use **bsub -rn**.

Disable post-execution for rerunnable jobs

Running of post-execution commands upon restart of a rerunnable job may not always be desirable; for example, if the post-exec removes certain files, or does other cleanup that should only happen if the job finishes successfully.

Use LSB_DISABLE_RERUN_POST_EXEC=Y in `lsf.conf` to prevent the post-exec from running when a job is rerun.

Job Migration

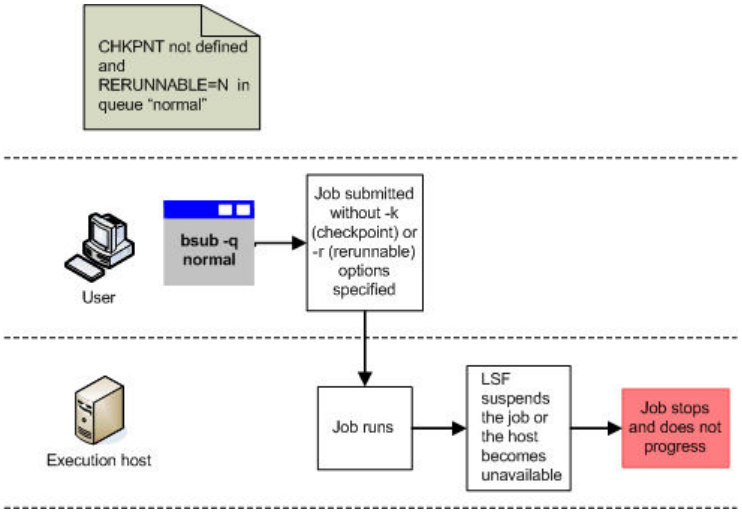
The job migration feature enables you to move checkpointable and rerunnable jobs from one host to another. Job migration makes use of job checkpoint and restart so that a migrated checkpointable job restarts on the new host from the point at which the job stopped on the original host.

About job migration

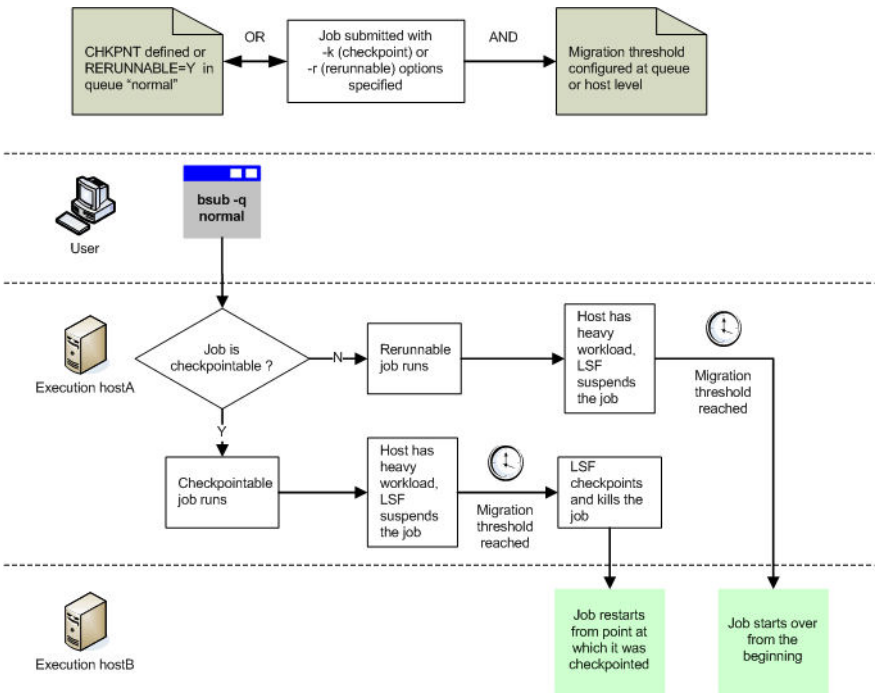
Job migration refers to the process of moving a checkpointable or rerunnable job from one host to another. This facilitates load balancing by moving jobs from a heavily-loaded host to a lightly-loaded host.

You can initiate job migration on demand (**bmig**) or automatically. To initiate job migration automatically, you configure a migration threshold at job submission, or at the host, queue, or application level.

Default behavior (job migration not enabled)



With automatic job migration enabled



Scope

Applicability	Details
Operating system	• UNIX • Linux • Windows
Job types	• Non-interactive batch jobs submitted with **bsub** or **bmod**, including chunk jobs
Dependencies	• UNIX and Windows user accounts must be valid on all hosts in the cluster, or the correct type of account mapping must be enabled: – For a mixed UNIX/Windows cluster, UNIX/Windows user account mapping must be enabled – For a cluster with a non-uniform user name space, between-host account mapping must be enabled – For a MultiCluster environment with a non-uniform user name space, cross-cluster user account mapping must be enabled • Both the original and the new hosts must: – Be binary compatible – Run the same dot version of the operating system for predictable results – Have network connectivity and read/execute permissions to the checkpoint and restart executables (in **LSF_SERVERDIR** by default) – Have network connectivity and read/write permissions to the checkpoint directory and the checkpoint file – Have access to all files open during job execution so that LSF can locate them using an absolute path name

Configuration to enable job migration

The job migration feature requires that a job be made checkpointable or rerunnable at the job, application, or queue level. An LSF user can make a job

- Checkpointable, using **bsub -k** and specifying a checkpoint directory and checkpoint period, and an optional initial checkpoint period
- Rerunnable, using **bsub -r**

Configuration file	Parameter and syntax	Behavior
`lsb.queues`	**CHKPNT**=*chkpnt_dir* [*chkpnt_period*]	• All jobs submitted to the queue are checkpointable. – The specified checkpoint directory must already exist. LSF will not create the checkpoint directory. – The user account that submits the job must have read and write permissions for the checkpoint directory. – For the job to restart on another execution host, both the original and new hosts must have network connectivity to the checkpoint directory. • If the queue administrator specifies a checkpoint period, in minutes, LSF creates a checkpoint file every *chkpnt_period* during job execution. • If a user specifies a checkpoint directory and checkpoint period at the job level with **bsub -k**, the job-level values override the queue-level values.
	RERUNNABLE=Y	• If the execution host becomes unavailable, LSF reruns the job from the beginning on a different host.

Configuration file	Parameter and syntax	Behavior
lsb.applications	**CHKPNT_DIR=***chkpnt_dir*	• Specifies the checkpoint directory for automatic checkpointing for the application. To enable automatic checkpoint for the application profile, administrators must specify a checkpoint directory in the configuration of the application profile. • If CHKPNT_PERIOD, CHKPNT_INITPERIOD or CHKPNT_METHOD was set in an application profile but CHKPNT_DIR was not set, a warning message is issued and those settings are ignored. • The checkpoint directory is the directory where the checkpoint files are created. Specify an absolute path or a path relative to the current working directory for the job. Do not use environment variables in the directory path. • If checkpoint-related configuration is specified in both the queue and an application profile, the application profile setting overrides queue level configuration.
	CHKPNT_INITPERIOD=*init_chkpnt_period*	
	CHKPNT_PERIOD=*chkpnt_period*	
	CHKPNT_METHOD=*chkpnt_method*	

Configuration to enable automatic job migration

Automatic job migration assumes that if a job is system-suspended (SSUSP) for an extended period of time, the execution host is probably heavily loaded. Configuring a queue-level or host-level migration threshold lets the job to resume on another less loaded host, and reduces the load on the original host. You can use **bmig** at any time to override a configured migration threshold.

Configuration file	Parameter and syntax	Behavior

`lsb.queues`
 	
`lsb.applications`
	MIG=*minutes*	• LSF automatically migrates jobs that have been in the SSUSP state for more than the specified number of minutes
		• Specify a value of 0 to migrate jobs immediately upon suspension
		• Applies to all jobs submitted to the queue
		• Job-level command-line migration threshold (**bsub -mig**) overrides threshold configuration in application profile and queue. Application profile configuration overrides queue level configuration.

`lsb.hosts`	`HOST_NAME` `MIG` *host_name* *minutes*	• LSF automatically migrates jobs that have been in the SSUSP state for more than the specified number of minutes • Specify a value of 0 to migrate jobs immediately upon suspension • Applies to all jobs running on the host

Note:

When a host migration threshold is specified, and is lower than the value for the job, the queue, or the application, the host value is used. You cannot auto-migrate a suspended chunk job member.

Job migration behavior

LSF migrates a job by performing the following actions:

1. Stops the job if it is running
2. Checkpoints the job if the job is checkpointable
3. Kills the job on the current host
4. Restarts or reruns the job on the first available host, bypassing all pending jobs

Configuration to modify job migration

You can configure LSF to requeue a migrating job rather than restart or rerun the job.

Configuration file	Parameter and syntax	Behavior
lsf.conf	**LSB_MIG2PEND**=1	• LSF requeues a migrating job rather than restarting or rerunning the job • LSF requeues the job as pending in order of the original submission time and priority • In a MultiCluster environment, LSF ignores this parameter
	LSB_REQUEUE_TO_BOTTOM=1	• When **LSB_MIG2PEND**=1, LSF requeues a migrating job to the bottom of the queue, regardless of the original submission time and priority • If the queue defines APS scheduling, migrated jobs keep their APS information and compete with other pending jobs based on the APS value

Checkpointing resizable jobs

After a checkpointable resizable job restarts (**brestart**), LSF restores the original job allocation request. LSF also restores job-level autoresizable attribute and notification command if they are specified at job submission.

Example

The following example shows a queue configured for periodic checkpointing in lsb.queues:

```
Begin Queue
...
QUEUE_NAME=checkpoint
CHKPNT=mydir 240
DESCRIPTION=Automatically checkpoints jobs every 4 hours to mydir
...
End Queue
```

Note:

The **bqueues** command displays the checkpoint period in seconds; the lsb.queues **CHKPNT** parameter defines the checkpoint period in minutes.

If the command **bchkpnt -k 123** is used to checkpoint and kill job 123, you can restart the job using the **brestart** command as shown in the following example:

```
brestart -q priority mydir 123
Job <456> is submitted to queue <priority>
```

LSF assigns a new job ID of 456, submits the job to the queue named "priority," and restarts the job.

Once job 456 is running, you can change the checkpoint period using the **bchkpnt** command:

```
bchkpnt -p 360 456
Job <456> is being checkpointed
```

Job migration commands

Commands for submission

Job migration applies to checkpointable or rerunnable jobs submitted with a migration threshold, or that have already started and are either running or suspended.

Command	Description
bsub -mig *migration_threshold*	• Submits the job with the specified migration threshold for checkpointable or rerunnable jobs. Enables automatic job migration and specifies the migration threshold, in minutes. A value of 0 (zero) specifies that a suspended job should be migrated immediately. • Command-level job migration threshold overrides application profile and queue-level settings. • Where a host migration threshold is also specified, and is lower than the job value, the host value is used.

Commands to monitor

Command	Description
bhist -l	• Displays the actions that LSF took on a completed job, including migration to another host
bjobs -l	• Displays information about pending, running, and suspended jobs

Commands to control

Command	Description
bmig	• Migrates one or more running jobs from one host to another. The jobs must be checkpointable or rerunnable • Checkpoints, kills, and restarts one or more checkpointable jobs—**bmig** combines the functionality of the **bchkpnt** and **brestart** commands into a single command • Migrates the job on demand even if you have configured queue-level or host-level migration thresholds • When absolute job priority scheduling (APS) is configured in the queue, LSF schedules migrated jobs before pending jobs—for migrated jobs, LSF maintains the existing job priority
bmod -mig *migration_threshold* | **-mign**	• Modifies or cancels the migration threshold specified at job submission for checkpointable or rerunnable jobs. Enables or disables automatic job migration and specifies the migration threshold, in minutes. A value of 0 (zero) specifies that a suspended job should be migrated immediately. • Command-level job migration threshold overrides application profile and queue-level settings. • Where a host migration threshold is also specified, and is lower than the job value, the host value is used.

Commands to display configuration

Command	Description
bhosts -l	• Displays information about hosts configured in `lsb.hosts`, including the values defined for migration thresholds in minutes
bqueues -l	• Displays information about queues configured in `lsb.queues`, including the values defined for migration thresholds **Note:** The **bqueues** command displays the migration threshold in seconds—the `lsb.queues` **MIG** parameter defines the migration threshold in minutes.

Command	Description
badmin showconf	• Displays all configured parameters and their values set in `lsf.conf` or `ego.conf` that affect **mbatchd** and **sbatchd**. Use a text editor to view other parameters in the `lsf.conf` or `ego.conf` configuration files. • In a MultiCluster environment, displays the parameters of daemons on the local cluster.

Job Checkpoint and Restart

The job checkpoint and restart feature enables you to stop jobs and then restart them from the point at which they stopped, which optimizes resource usage. LSF can periodically capture the state of a running job and the data required to restart it. This feature provides fault tolerance and allows LSF administrators and users to migrate jobs from one host to another to achieve load balancing.

About job checkpoint and restart

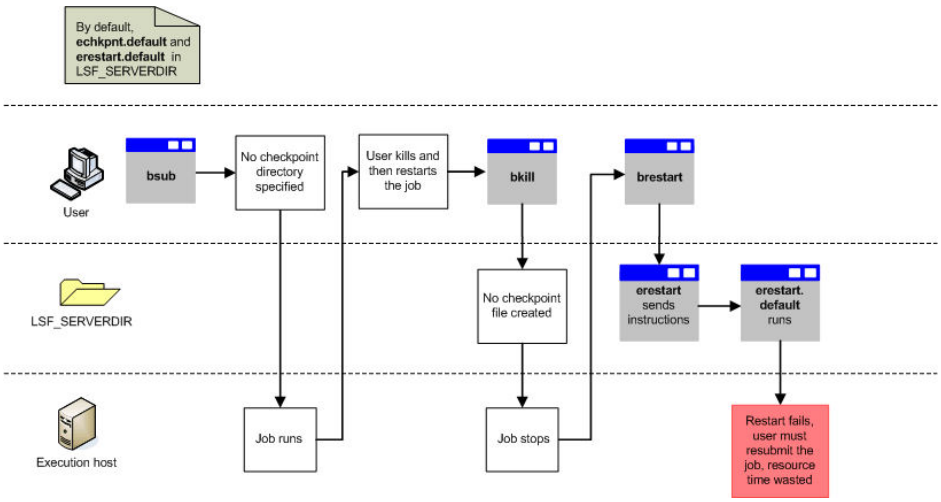
Checkpointing enables LSF users to restart a job on the same execution host or to migrate a job to a different execution host. LSF controls checkpointing and restart by means of interfaces named echkpnt and erestart. By default, when a user specifies a checkpoint directory using **bsub -k** or **bmod -k** or submits a job to a queue that has a checkpoint directory specified, echkpnt sends checkpoint instructions to an executable named **echkpnt.default**.

When LSF checkpoints a job, the **echkpnt** interface creates a checkpoint file in the directory *checkpoint_dir*/*job_ID*, and then checkpoints and resumes the job. The job continues to run, even if checkpointing fails.

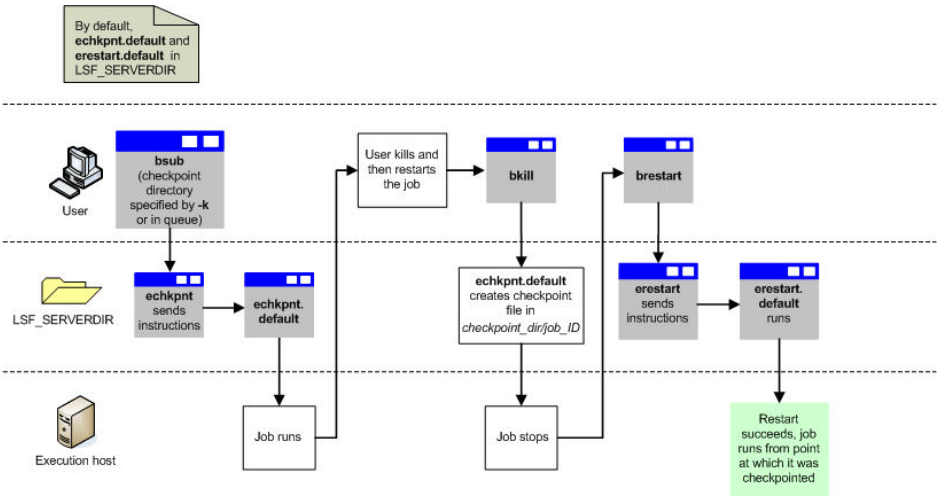
When LSF restarts a stopped job, the **erestart** interface recovers job state information from the checkpoint file, including information about the execution environment, and restarts the job from the point at which the job stopped. At job restart, LSF

1. Resubmits the job to its original queue and assigns a new job ID
2. Dispatches the job when a suitable host becomes available (not necessarily the original execution host)
3. Re-creates the execution environment based on information from the checkpoint file
4. Restarts the job from its most recent checkpoint

Default behavior (job checkpoint and restart not enabled)



With job checkpoint and restart enabled



Kernel-level checkpoint and restart

The operating system provides checkpoint and restart functionality that is transparent to your applications and enabled by default. To implement job checkpoint and restart at the kernel level, the LSF **echkpnt** and **erestart** executables invoke operating system-specific calls.

LSF uses the default executables **echkpnt.default** and **erestart.default** for kernel-level checkpoint and restart.

Application-level checkpoint and restart

Different applications have different checkpointing implementations that require the use of customized external executables (**echkpnt**.*application* and **erestart**.*application*). Application-level checkpoint and restart enables you to configure LSF to use specific **echkpnt.***application* and **erestart.***application* executables for a job, queue, or cluster. You can write customized checkpoint and restart executables for each application that you use.

LSF uses a combination of corresponding checkpoint and restart executables. For example, if you use **echkpnt.fluent** to checkpoint a particular job, LSF will use **erestart.fluent** to restart the checkpointed job. You cannot override this behavior or configure LSF to use a specific restart executable.

Scope

Applicability	Details
Operating system	• Kernel-level checkpoint and restart using the LSF checkpoint libraries works only with supported operating system versions and architecture.
Job types	• Non-interactive batch jobs submitted with **bsub** or **bmod** • Non-interactive batch jobs, including chunk jobs, checkpointed with **bchkpnt** • Non-interactive batch jobs migrated with **bmig** • Non-interactive batch jobs restarted with **brestart**

Applicability	Details
Dependencies	• UNIX and Windows user accounts must be valid on all hosts in the cluster, or the correct type of account mapping must be enabled. – For a mixed UNIX/Windows cluster, UNIX/Windows user account mapping must be enabled. – For a cluster with a non-uniform user name space, between-host account mapping must be enabled. – For a MultiCluster environment with a non-uniform user name space, cross-cluster user account mapping must be enabled. • The checkpoint and restart executables run under the user account of the user who submits the job. User accounts must have the correct permissions to – Successfully run executables located in **LSF_SERVERDIR** or **LSB_ECHKPNT_METHOD_DIR** – Write to the checkpoint directory • The **erestart.***application* executable must have access to the original command line used to submit the job. • For user-level checkpoint and restart, you must have access to your application object (`.o`) files. • To allow restart of a checkpointed job on a different host than the host on which the job originally ran, both the original and the new hosts must: – Be binary compatible – Run the same dot version of the operating system for predictable results – Have network connectivity and read/execute permissions to the checkpoint and restart executables (in **LSF_SERVERDIR** by default) – Have network connectivity and read/write permissions to the checkpoint directory and the checkpoint file – Have access to all files open during job execution so that LSF can locate them using an absolute path name

Applicability	Details
Limitations	• **bmod** cannot change the **echkpnt** and **erestart** executables associated with a job. • Linux 32, AIX, and HP platforms with NFS (network file systems), checkpoint directories (including path and file name) must be shorter than 1000 characters. • Linux 64 with NFS (network file systems), checkpoint directories (including path and file name) must be shorter than 2000 characters.

Configuration to enable job checkpoint and restart

The job checkpoint and restart feature requires that a job be made checkpointable at the job or queue level. LSF users can make jobs checkpointable by submitting jobs using **bsub -k** and specifying a checkpoint directory. Queue administrators can make all jobs in a queue checkpointable by specifying a checkpoint directory for the queue.

Configuration file	Parameter and syntax	Behavior
`lsb.queues`	**CHKPNT**=*chkpnt_dir* [*chkpnt_period*]	• All jobs submitted to the queue are checkpointable. LSF writes the checkpoint files, which contain job state information, to the checkpoint directory. The checkpoint directory can contain checkpoint files for multiple jobs. – The specified checkpoint directory must already exist. LSF will not create the checkpoint directory. – The user account that submits the job must have read and write permissions for the checkpoint directory. – For the job to restart on another execution host, both the original and new hosts must have network connectivity to the checkpoint directory. • If the queue administrator specifies a checkpoint period, in minutes, LSF creates a checkpoint file every *chkpnt_period* during job execution. **Note:** There is no default value for checkpoint period. You must specify a checkpoint period if you want to enable periodic checkpointing. • If a user specifies a checkpoint directory and checkpoint period at the job level with **bsub -k**, the job-level values override the queue-level values. • The file path of the checkpoint directory can contain up to 4000 characters for UNIX and Linux, or up to 255 characters for Windows, including the directory and file name.
`lsb.applications`		

Configuration to enable kernel-level checkpoint and restart

Kernel-level checkpoint and restart is enabled by default. LSF users make a job checkpointable by either submitting a job using **bsub -k** and specifying a checkpoint directory or by submitting a job to a queue that defines a checkpoint directory for the **CHKPNT** parameter.

Configuration to enable application-level checkpoint and restart

Application-level checkpointing requires the presence of at least one **echkpnt.***application* executable in the directory specified by the parameter **LSF_SERVERDIR** in `lsf.conf`. Each **echkpnt.***application* must have a corresponding **erestart.***application*.

Important:

The **erestart**.*application* executable must:

- Have access to the command line used to submit or modify the job
- Exit with a return value without running an application; the **erestart** interface runs the application to restart the job

Executable file	UNIX naming convention	Windows naming convention
echkpnt	LSF_SERVERDIR/ echkpnt.*application*	LSF_SERVERDIR\ echkpnt.*application*.exe LSF_SERVERDIR\ echkpnt.*application*.bat
erestart	LSF_SERVERDIR/ erestart.*application*	LSF_SERVERDIR\ erestart.*application*.exe LSF_SERVERDIR\ erestart.*application*.bat

Restriction:

The names **echkpnt.default** and **erestart.default** are reserved. Do not use these names for application-level checkpoint and restart executables.

Valid file names contain only alphanumeric characters, underscores (_), and hyphens (-).

For application-level checkpoint and restart, once the **LSF_SERVERDIR** contains one or more checkpoint and restart executables, users can specify the external checkpoint executable associated with each checkpointable job they submit. At restart, LSF invokes the corresponding external restart executable.

Requirements for application-level checkpoint and restart executables

- The executables must be written in C or Fortran.
- The directory/name combinations must be unique within the cluster. For example, you can write two different checkpoint executables with the name **echkpnt.fluent** and save them as `LSF_SERVERDIR/echkpnt.fluent` and

my_execs/echkpnt.fluent. To run checkpoint and restart executables from a directory other than **LSF_SERVERDIR**, you must configure the parameter **LSB_ECHKPNT_METHOD_DIR** in lsf.conf.

- Your executables must return the following values.
  - An **echkpnt**.*application* must return a value of 0 when checkpointing succeeds and a non-zero value when checkpointing fails.
  - The **erestart** interface provided with LSF restarts the job using a restart command that **erestart**.*application* writes to a file. The return value indicates whether **erestart**.*application* successfully writes the parameter definition **LSB_RESTART_CMD**=*restart_command* to the file *checkpoint_dir*/*job_ID*/.restart_cmd.
    - A non-zero value indicates that **erestart**.*application* failed to write to the .restart_cmd file.
    - A return value of 0 indicates that **erestart**.*application* successfully wrote to the .restart_cmd file, or that the executable intentionally did not write to the file.
- Your executables must recognize the syntax used by the **echkpnt** and **erestart** interfaces, which communicate with your executables by means of a common syntax.
  - **echkpnt**.*application* syntax:

    ```
    echkpnt [-c] [-f] [-k | -s] [-d checkpoint_dir] [-x] process_group_ID
    ```

    Restriction:

    The -k and -s options are mutually exclusive.
  - **erestart**.*application* syntax:

    ```
    erestart [-c] [-f] checkpoint_dir
    ```

Option or variable	Description	Operating systems
-c	Copies all files in use by the checkpointed process to the checkpoint directory.	Some
-f	Forces a job to be checkpointed even under non-checkpointable conditions, which are specific to the checkpoint implementation used. This option could create checkpoint files that do not provide for successful restart.	Some
-k	Kills a job after successful checkpointing. If checkpoint fails, the job continues to run.	All operating systems that LSF supports
-s	Stops a job after successful checkpointing. If checkpoint fails, the job continues to run.	Some
-d *checkpoint_dir*	Specifies the checkpoint directory as a relative or absolute path.	All operating systems that LSF supports

Option or variable	Description	Operating systems
`-x`	Identifies the cpr (checkpoint and restart) process as type HID. This identifies the set of processes to checkpoint as a process hierarchy (tree) rooted at the current PID.	Some
process_group_ID	ID of the process or process group to checkpoint.	All operating systems that LSF supports

Job checkpoint and restart behavior

LSF invokes the **echkpnt** interface when a job is

- Automatically checkpointed based on a configured checkpoint period
- Manually checkpointed with **bchkpnt**
- Migrated to a new host with **bmig**

After checkpointing, LSF invokes the **erestart** interface to restart the job. LSF also invokes the **erestart** interface when a user

- Manually restarts a job using **brestart**
- Migrates the job to a new host using **bmig**

All checkpoint and restart executables run under the user account of the user who submits the job.

Note:

By default, LSF redirects standard error and standard output to `/dev/null` and discards the data.

Checkpoint directory and files

LSF identifies checkpoint files by the checkpoint directory and job ID. For example:

```
bsub -k my_dir
Job <123> is submitted to default queue <default>
```

LSF writes the checkpoint file to `my_dir/123`.

LSF maintains all of the checkpoint files for a single job in one location. When a job restarts, LSF creates both a new subdirectory based on the new job ID and a symbolic link from the old to the new directory. For example, when job 123 restarts on a new host as job 456, LSF creates `my_dir/456` and a symbolic link from `my_dir/123` to `my_dir/456`.

The file path of the checkpoint directory can contain up to 4000 characters for UNIX and Linux, or up to 255 characters for Windows, including the directory and file name.

Precedence of job, queue, application, and cluster-level checkpoint values

LSF handles checkpoint and restart values as follows:

1. *Checkpoint directory and checkpoint period*—values specified at the job level override values for the queue. Values specified in an application profile setting overrides queue level configuration.

   If checkpoint-related configuration is specified in the queue, application profile, and at job level:

   - Application-level and job-level parameters are merged. If the same parameter is defined at both job-level and in the application profile, the job-level value overrides the application profile value.
   - The merged result of job-level and application profile settings override queue-level configuration.
2. *Checkpoint and restart executables*—the value for *checkpoint_method* specified at the job level overrides the application-level **CHKPNT_METHOD**, and the cluster-level value for **LSB_ECHKPNT_METHOD** specified in `lsf.conf` or as an environment variable.
3. *Configuration parameters and environment variables*—values specified as environment variables override the values specified in `lsf.conf`

If the command line is...	And...	Then...
`bsub -k "my_dir 240"`	In `lsb.queues`, `CHKPNT=other_dir 360`	• LSF saves the checkpoint file to *my_dir/job_ID* every 240 minutes
`bsub -k "my_dir fluent"`	In `lsf.conf`, `LSB_ECHKPNT_METHOD=myapp`	• LSF invokes **echkpnt.fluent** at job checkpoint and **erestart.fluent** at job restart
`bsub -k "my_dir"`	In `lsb.applications`, `CHKPNT_PERIOD=360`	• LSF saves the checkpoint file to *my_dir/job_ID* every 360 minutes

`bsub -k "240"`	In `lsb.applications`,
	`CHKPNT_DIR=app_dir`
	`CHKPNT_PERIOD=360`
	
	In `lsb.queues`,
	`CHKPNT=other_dir`
		• LSF saves the checkpoint file to *app_dir/job_ID* every 240 minutes

Configuration to modify job checkpoint and restart

There are configuration parameters that modify various aspects of job checkpoint and restart behavior by:

- Specifying mandatory application-level checkpoint and restart executables that apply to all checkpointable batch jobs in the cluster
- Specifying the directory that contains customized application-level checkpoint and restart executables
- Saving standard output and standard error to files in the checkpoint directory
- Automatically checkpointing jobs before suspending or terminating them
- For Cray systems only, copying all open job files to the checkpoint directory

Configuration to specify mandatory application-level executables

You can specify mandatory checkpoint and restart executables by defining the parameter **LSB_ECHKPNT_METHOD** in `lsf.conf` or as an environment variable.

Configuration file	Parameter and syntax	Behavior
`lsf.conf`	**LSB_ECHKPNT_METHOD**= "*echkpnt_application*"	• The specified **echkpnt** runs for all batch jobs submitted to the cluster. At restart, the corresponding **erestart** runs. • For example, if **LSB_ECHKPNT_METHOD**=`fluent`, at checkpoint, LSF runs **echkpnt.fluent** and at restart, LSF runs **erestart.fluent**. • If an LSF user specifies a different *echkpnt_application* at the job level using **bsub -k** or **bmod -k**, the job level value overrides the value in `lsf.conf`.

Configuration to specify the directory for application-level executables

By default, LSF looks for application-level checkpoint and restart executables in **LSF_SERVERDIR**. You can modify this behavior by specifying a different directory as an environment variable or in `lsf.conf`.

Configuration file	Parameter and syntax	Behavior
`lsf.conf`	**LSB_ECHKPNT_METHOD_DIR**=*path*	• Specifies the absolute path to the directory that contains the **echkpnt**.*application* and **erestart**.*application* executables • User accounts that run these executables must have the correct permissions for the **LSB_ECHKPNT_METHOD_DIR** directory.

Configuration to save standard output and standard error

By default, LSF redirects the standard output and standard error from checkpoint and restart executables to `/dev/null` and discards the data. You can modify this behavior by defining the parameter **LSB_ECHKPNT_KEEP_OUTPUT** as an environment variable or in `lsf.conf`.

Configuration file	Parameter and syntax	Behavior
`lsf.conf`	**`LSB_ECHKPNT_KEEP_OUTPUT`**=`Y | y`	• The stdout and stderr for **`echkpnt`**.*application* or **`echkpnt.default`** are redirected to *checkpoint_dir/job_ID/* – `echkpnt.out` – `echkpnt.err` • The stdout and stderr for **`erestart.`***application* or **`erestart.default`** are redirected to *checkpoint_dir/job_ID/* – `erestart.out` – `erestart.err`

Configuration to checkpoint jobs before suspending or terminating them

LSF administrators can configure LSF at the queue level to checkpoint jobs before suspending or terminating them.

Configuration file	Parameter and syntax	Behavior
`lsb.queues`	**`JOB_CONTROLS`**=`SUSPEND CHKPNT TERMINATE`	• LSF checkpoints jobs before suspending or terminating them • When suspending a job, LSF checkpoints the job and then stops it by sending the SIGSTOP signal • When terminating a job, LSF checkpoints the job and then kills it

Configuration to copy open job files to the checkpoint directory

For hosts that use the Cray operating system, LSF administrators can configure LSF at the host level to copy all open job files to the checkpoint directory every time the job is checkpointed.

Configuration file	Parameter and syntax	Behavior
`lsb.hosts`	`HOST_NAME CHKPNT` *`host_name`* `C`	• LSF copies all open job files to the checkpoint directory when a job is checkpointed

Job checkpoint and restart commands

Commands for submission

Command	Description
bsub -k "*checkpoint_dir* [*checkpoint_period*] [method=*echkpnt_application*]"	• Specifies a relative or absolute path for the checkpoint directory and makes the job checkpointable. • If the specified checkpoint directory does not already exist, LSF creates the checkpoint directory. • If a user specifies a checkpoint period (in minutes), LSF creates a checkpoint file every *chkpnt_period* during job execution. • The command-line values for the checkpoint directory and checkpoint period override the values specified for the queue. • If a user specifies an *echkpnt_application*, LSF runs the corresponding restart executable when the job restarts. For example, for `bsub -k "my_dir method=fluent"` LSF runs **echkpnt.fluent** at job checkpoint and **erestart.fluent** at job restart. • The command-line value for *echkpnt_application* overrides the value specified by **LSB_ECHKPNT_METHOD** in `lsf.conf` or as an environment variable. Users can override **LSB_ECHKPNT_METHOD** and use the default checkpoint and restart executables by defining `method=default`.

Commands to monitor

Command	Description
bacct -l	• Displays accounting statistics for finished jobs, including termination reasons. TERM_CHKPNT indicates that a job was checkpointed and killed. • If **JOB_CONTROL** is defined for a queue, LSF does not display the result of the action.
bhist -l	• Displays the actions that LSF took on a completed job, including job checkpoint, restart, and migration to another host.
bjobs -l	• Displays information about pending, running, and suspended jobs, including the checkpoint directory, the checkpoint period, and the checkpoint method (either *application* or default).

Commands to control

Command	Description
bmod -k "*checkpoint_dir* [*checkpoint_period*] [method=*echkpnt_application*]"	• Resubmits a job and changes the checkpoint directory, checkpoint period, and the checkpoint and restart executables associated with the job.
bmod -kn	• Dissociates the checkpoint directory from a job, which makes the job no longer checkpointable.
bchkpnt	• Checkpoints the most recently submitted checkpointable job. Users can specify particular jobs to checkpoint by including various **bchkpnt** options.
bchkpnt -p *checkpoint_period job_ID*	• Checkpoints a job immediately and changes the checkpoint period for the job.
bchkpnt -k *job_ID*	• Checkpoints a job immediately and kills the job.
bchkpnt -p 0 *job_ID*	• Checkpoints a job immediately and disables periodic checkpointing.
brestart	• Restarts a checkpointed job on the first available host.
brestart -m	• Restarts a checkpointed job on the specified host or host group.
bmig	• Migrates one or more running jobs from one host to another. The jobs must be checkpointable or rerunnable. • Checkpoints, kills, and restarts one or more checkpointable jobs.

Commands to display configuration

Command	Description
bqueues -l	• Displays information about queues configured in lsb.queues, including the values defined for checkpoint directory and checkpoint period. **Note:** The **bqueues** command displays the checkpoint period in seconds; the lsb.queues **CHKPNT** parameter defines the checkpoint period in minutes.

Command	Description
badmin showconf	• Displays all configured parameters and their values set in `lsf.conf` or `ego.conf` that affect **mbatchd** and **sbatchd**. Use a text editor to view other parameters in the `lsf.conf` or `ego.conf` configuration files. • In a MultiCluster environment, displays the parameters of daemons on the local cluster.

Resizable Jobs

Enabling resizable jobs allows jobs to dynamically use the number of slots available at any given time or release slots that are no longer needed.

About resizable jobs

Resizable job

To optimize resource utilization, LSF allows job allocation to shrink and grow during the job run time.

Use resizable jobs for long-tailed jobs, jobs that use a large number of processors for a period, but then toward the end of the job use a smaller number of processors.

Without resizable jobs, a job's slot allocation is static from the time the job is dispatched until it finishes. This means resources are wasted, even if you use reservation and backfill (estimated runtimes can be inaccurate). With resizable jobs, jobs can have additional slots added when needed, during the job's runtime.

Autoresizable job

An autoresizable job is a resizable job with a minimum and maximum slot request, where LSF automatically schedules and allocates additional resources to satisfy the job maximum request as the job runs.

Use autoresizable jobs for jobs in which tasks are easily parallelized: Each step or task can be made to run on a separate processor to achieve a faster result. The more resources the job gets, the faster the job can run. Session Scheduler jobs are very good candidates.

For autoresizable jobs, LSF automatically recalculates the pending allocation requests. The maximum pending allocation request is calculated based on the maximum number of requested slots minus the number of allocated slots. Because the job is running and its previous minimum request is already satisfied, LSF is able to allocate additional slots to the running job. For instance, if job requests a minimum of 4 and a maximum of 32, if LSF allocates 20 slots to the job initially, its active pending allocation request is for another 12 slots. After LSF assigns another 4 slots, the pending allocation request is now 8 slots.

Default behavior (feature not enabled)

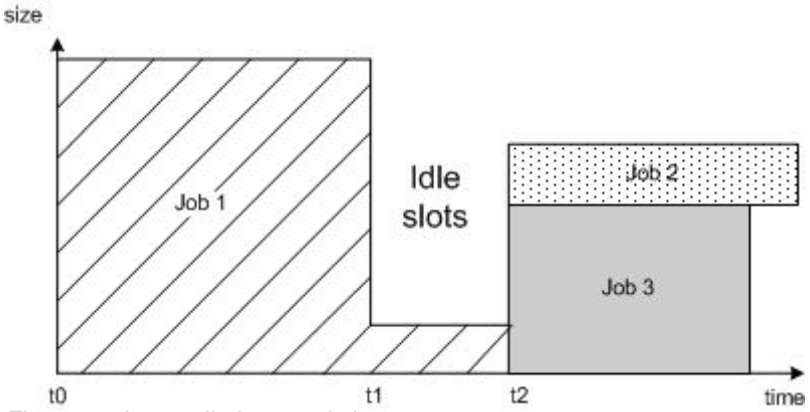


Figure 17. Long-tailed: wasted slots

With resizable jobs enabled

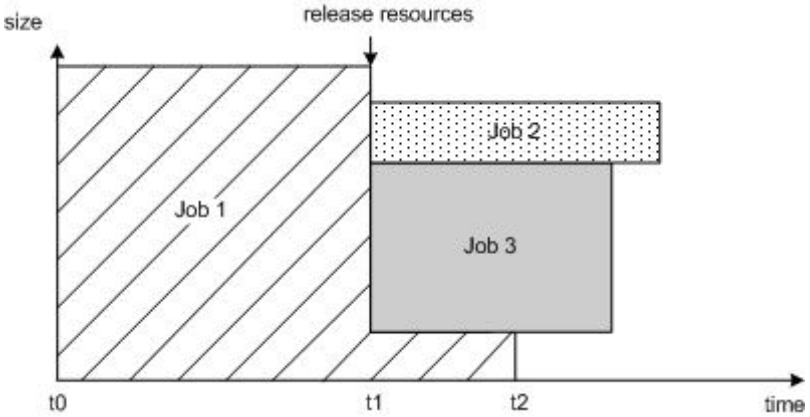


Figure 18. Long-tailed: releasing resources (shrink)

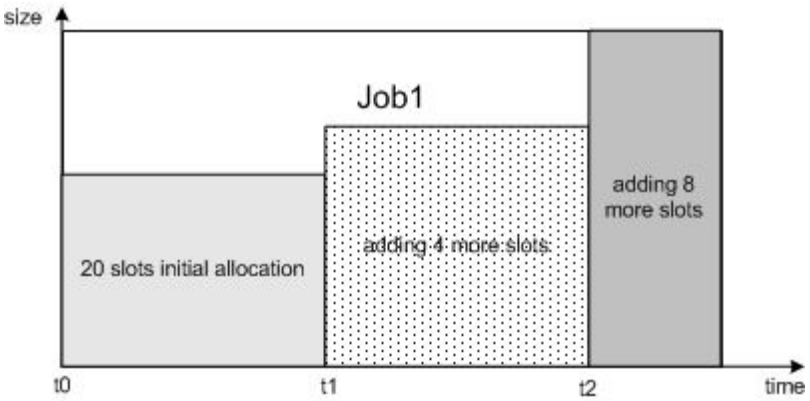


Figure 19. Adding resources (grow)

Pending allocation request

A pending allocation request is an additional resource request attached to a resizable job. Only running jobs can have pending allocation requests. At any given time, a job only has one allocation request.

LSF creates a new pending allocation request and schedules it after a job physically starts on the remote host (after LSF receives the JOB_EXECUTE event from sbatchd) or resize notification command successfully completes.

Resize notification command

A resize notification command is an executable that is invoked on the first execution host of a job in response to an allocation (grow or shrink) event. It can be used to inform the running application for allocation change. Due to the variety of implementations of applications, each resizable application may have its own notification command provided by the application developer.

The notification command runs under the same user ID environment, home, and working directory as the actual job. The standard input, output, and error of the program are redirected to the NULL device. If the notification command is not in the user's normal execution path (the $PATH variable), the full path name of the command must be specified.

A notification command exits with one of the following values:

LSB_RESIZE_NOTIFY_OK=0

LSB_RESIZE_NOTIFY_FAIL=1

LSF sets these environment variables in the notification command environment. **LSB_RESIZE_NOTIFY_OK** indicates that notification succeeds. For allocation grow and shrink events, LSF updates the job allocation to reflect the new allocation.

LSB_RESIZE_NOTIFY_FAIL indicates notification failure. For allocation "grow" event, LSF reschedules the pending allocation request. For allocation "shrink" event, LSF fails the allocation release request.

For a list of other environment variables that apply to the resize notification command, see the environment variables reference documentation in this guide.

Configuration to enable resizable jobs

The resizable jobs feature is enabled by defining an application profile using the **RESIZABLE_JOBS** parameter in lsb.applications.

Configuration file	Parameter and syntax	Behavior
lsb.applications	**RESIZABLE_JOBS=Y|N|auto**	• When **RESIZABLE_JOBS=Y** jobs submitted to the application profile are resizable. • When **RESIZABLE_JOBS=auto** jobs submitted to the application profile are automatically resizable. • To enable cluster-wide resizable behavior by default, define **RESIZABLE_JOBS=Y** in the default application profile.
	RESIZE_NOTIFY_CMD=notify_cmd	**RESIZE_NOTIFY_CMD** specifies an application-level resize notification command. The resize notification command is invoked on the first execution host of a running resizable job when a resize event occurs. LSF sets appropriate environment variables to indicate the event type before running the notification command.

Configuration to modify resizable job behavior

There is no configuration to modify resizable job behavior.

Resizable job commands

Commands for submission

Command	Description
bsub -app *application_profile_name*	Submits the job to the specified application profile configured for resizable jobs
bsub -app *application_profile_name* **-rnc** *resize_notification_command*	Submits the job to the specified application profile configured for resizable jobs, with the specified resize notification command. The job-level resize notification command overrides the application-level **RESIZE_NOTIFY_CMD** setting.
bsub -ar -app *application_profile_name*	Submits the job to the specified application profile configured for resizable jobs, as an autoresizable job. The job-level -ar option overrides the application-level RESIZABLE_JOBS setting. For example, if the application profile is not autoresizable, job level **bsub -ar** will make the job autoresizable.

Commands to monitor

Command	Description
bacct -l	• Displays resize notification command. • Displays resize allocation changes.
bhist -l	• Displays resize notification command. • Displays resize allocation changes. • Displays the job-level autoresizable attribute.
bjobs -l	• Displays resize notification command. • Displays resize allocation changes. • Displays the job-level autoresizable attribute. • Displays pending resize allocation requests.

Commands to control

Command	Description
bmod -ar | **-arn**	Add or remove the job-level autoresizable attribute. **bmod** only updates the autoresizable attribute for pending jobs.
bmod -rnc *resize_notification_cmd* | **-rncn**	Modify or remove resize notification command for submitted job.
bresize release	Release allocated resources from a running resizable job. • Release all slots except one slot from the first execution node. • Release all hosts except the first execution node. • Release a list of hosts, with the option to specify slots to release on each host. • Specify a resize notification command to be invoked on the first execution host of the job. Example: `bresize release "1*hostA 2*hostB hostC" 221` To release resources from a running job, the job must be submitted to an application profile configured as resizable. • By default, only cluster administrators, queue administrators, root, and the job owner are allowed to run **bresize** to change job allocations. • User group administrators are allowed to run **bresize** to change the allocation of jobs within their user groups.

Command	Description
bresize cancel	Cancel a pending allocation request. If job does not have active pending request, the command fails with an error message.
bresize release -rnc *resize_notification_cmd*	Specify or remove a resize notification command. The resize notification is invoked on the job first execution node. The resize notification command only applies to this release request and overrides the corresponding resize notification parameters defined in either the application profile (**RESIZE_NOTIFY_CMD** in `lsb.applications`) and job level (**bsub -rnc** *notify_cmd*), only for this resize request. If the resize notification command completes successfully, LSF considers the allocation release done and updates the job allocation. If the resize notification command fails, LSF does not update the job allocation. The *resize_notification_cmd* specifies the name of the executable to be invoked on the first execution host when the job's allocation has been modified. The resize notification command runs under the user account that submitted the job. **-rncn** overrides the resize notification command in both job-level and application-level for this **bresize** request.
bresize release -c	By default, if the job has an active pending allocation request, LSF does not allow users to release resource. Use the **bresize release -c** command to cancel the active pending resource request when releasing slots from existing allocation. By default, the command only releases slots. If a job still has an active pending allocation request, but you do not want to allocate more resources to the job, use the **bresize cancel** command to cancel allocation request. Only the job owner, cluster administrators, queue administrators, user group administrators, and root are allowed to cancel pending resource allocation requests.

Commands to display configuration

Command	Description
bapp	Displays the value of parameters defined in `lsb.applications`.

Autoresizable job management

Autoresizable jobs can have resources that are released or added.

Submit an autoresizable job

1. Run `bsub –n 4,10 -ar`.

   LSF dispatches the job (as long as the minimum slot request is satisfied).

   After the job successfully starts, LSF continues to schedule and allocate additional resources to satisfy the maximum slot request for the job.
2. (Optional, as required) Release resources that are no longer needed.

   `bresize release` *`released_host_specification job_ID`*

   where *released_host_specification* is the specification (list or range of hosts and number of slots) of resources to be released.

   Example: `bresize release "1*hostA 2*hostB hostC" 221`

   LSF releases 1 slot on hostA, 2 slots on hostB, and all slots on hostC for job221.

   Result: The resize notification command runs on the first execution host.

Check pending resize requests

A resize request pends until the job's maximum slot request has been allocated or the job finishes (or the resize request is canceled).

Run `bjobs -l` *`job_id`*.

Cancel an active pending request

Only the job owner, cluster administrators, queue administrators, user group administrators, and root can cancel pending resource allocation requests.

An allocation request must be pending.

If a job still has an active pending resize request, but you do not want to allocate more resources to the job, you can cancel it.

By default, if the job has an active pending resize request, you cannot release the resources. You must cancel the request first.

Run `bresize cancel`.

Specify a resize notification command manually

You can specify a resize notification command on job submission, other than one that is set up for the application profile

1. On job submission, run `bsub -rnc` *`resize_notification_cmd`*.

   The job submission command overrides the application profile setting.
2. Ensure the resize notification command checks any environment variables for resizing.

   For example, **`LSB_RESIZE_EVENT`** indicates why the notification command was called (grow or shrink) and **`LSB_RESIZE_HOSTS`** lists slots and hosts. Use **`LSB_JOBID`** to determine which job is affected.

The command that you specified runs on the first execution host of the resized job.

LSF monitors the exit code from the command and takes appropriate action when the command returns an exit code corresponding to resize failure.

Script for resizing

```
#!/bin/sh
# The purpose of this script is to inform
# an application of a resize event.
#
# You can identify the application by:
#
#   1. LSF job ID ($LSB_JOBID), or
#   2. pid ($LS_JOBPID).

# handle the 'grow' event
if [ $LSB_RESIZE_EVENT = "grow" ]; then

    # Inform the application that it can use
    # additional slots as specified in
    # $LSB_RESIZE_HOSTS.
    #
    # Exit with $LSB_RESIZE_NOTIFY_FAIL if
    # the application fails to resize.
    #
    # If the application cannot use any
    # additional resources, you may want
    # to run 'bresize cancel $LSB_JOBID'
    # before exit.

    exit $LSB_RESIZE_NOTIFY_OK
fi

# handle the 'shrink' event
if [ $LSB_RESIZE_EVENT = "shrink" ]; then

    # Instruct the application to release the
    # slots specified in $LSB_RESIZE_HOSTS.
    #
    # Exit with $LSB_RESIZE_NOTIFY_FAIL if
    # the resources cannot be released.

    exit $LSB_RESIZE_NOTIFY_OK
fi

# unknown event -- should not happen
exit $LSB_RESIZE_NOTIFY_FAIL
```

How resizable jobs works with other LSF features

Resource usage

When a job grows or shrinks, its resource reservation (for example memory or shared resources) changes proportionately.

- Job-based resource usage does not change in grow or shrink operations.
- Host-based resource usage changes only when the job gains slots on a new host or releases all slots on a host.
- Slot-based resource usage changes whenever the job grows or shrinks.

Limits

Slots are only added to a job's allocation when resize occurs if the job does not violate any resource limits placed on it.

Job scheduling and dispatch

The JOB_ACCEPT_INTERVAL parameter in `lsb.params` or `lsb.queues` controls the number of seconds to wait after dispatching a job to a host before dispatching a second job to the same host. The parameter applies to

all allocated hosts of a parallel job. For resizable job allocation requests, JOB_ACCEPT_INTERVAL applies to newly allocated hosts.

Chunk jobs

Because candidate jobs for the chunk job feature are short-running sequential jobs, the resizable job feature does not support job chunking:

- Autoresizable jobs in a chunk queue or application profile cannot be chunked together
- **bresize** commands to resize job allocations do not apply to running chunk job members

brequeue

Jobs requeued with **brequeue** start from the beginning. After requeue, LSF restores the original allocation request for the job.

blaunch

Parallel tasks running through **blaunch** can be resizable.

bswitch

bswitch can switch resizable jobs between queues regardless of job state (including job's resizing state). Once the job is switched, the parameters in new queue apply, including threshold configuration, run limit, CPU limit, queue-level resource requirements, etc.

User group administrators

User group administrators are allowed to issue **bresize** commands to release a part of resources from job allocation (**bresize release**) or cancel active pending resize request (**bresize cancel**).

Requeue exit values

If job-level, application-level or queue-level REQUEUE_EXIT_VALUES are defined, and as long as job exits with a defined exit code, LSF puts the requeued job back to PEND status. For resizable jobs, LSF schedules the job according to the initial allocation request regardless of any job allocation size change.

Automatic job rerun

A rerunnable job is rescheduled after the first running host becomes unreachable. Once job is rerun, LSF schedules resizable jobs that are based on their initial allocation request.

Compute units

Autoresizable jobs cannot have compute unit requirements.

Compound resource requirements

Resizable jobs cannot have compound resource requirements.

Chunk Jobs and Job Arrays

Job chunking

LSF supports *job chunking*, where jobs with similar resource requirements submitted by the same user are grouped together for dispatch. The CHUNK_JOB_SIZE parameter in `lsb.queues` and `lsb.applications` specifies the maximum number of jobs allowed to be dispatched together in a *chunk job*.

Job chunking can have the following advantages:

- Reduces communication between sbatchd and mbatchd, and scheduling overhead in mbatchd
- Increases job throughput in mbatchd and more balanced CPU utilization on the execution hosts

All of the jobs in the chunk are dispatched as a unit rather than individually. Job execution is sequential, but each chunk job member is not necessarily executed in the order it was submitted.

Restriction:

You cannot auto-migrate a suspended chunk job member.

Job arrays

LSF provides a structure called a *job array* that allows a sequence of jobs that share the same executable and resource requirements, but have different input files, to be submitted, controlled, and monitored as a single unit. Using the standard LSF commands, you can also control and monitor individual jobs and groups of jobs submitted from a job array.

After the job array is submitted, LSF independently schedules and dispatches the individual jobs.

Job packs

If your jobs are not related and do not have similar resource requirements, but you still want to submit a large group of jobs quickly and reduce system overhead, you can use the job packs feature instead of job arrays or job chunking.

Chunk job dispatch

Jobs with the following characteristics are typical candidates for job chunking:

- Take between 1 and 2 minutes to run
- All require the same resource (for example a specific amount of memory)
- Do not specify a beginning time (**bsub -b**) or termination time (**bsub -t**)

Running jobs with these characteristics without chunking can under utilize resources because LSF spends more time scheduling and dispatching the jobs than actually running them.

Configuring a special high-priority queue for short jobs is not desirable because users may be tempted to send all of their jobs to this queue, knowing that it has high priority.

Note:

Throughput can deteriorate if the chunk job size is too big. Performance may decrease on queues with CHUNK_JOB_SIZE greater than 30. You should evaluate the chunk job size on your own systems for best performance.

Restrictions on chunk jobs

CHUNK_JOB_SIZE is ignored and jobs are not chunked under the following conditions:

- Interactive queues (INTERACTIVE = ONLY parameter)
- CPU limit greater than 30 minutes (CPULIMIT parameter in `lsb.queues` or `lsb.applications`). If CHUNK_JOB_DURATION is set in `lsb.params`, the job is chunked only if it is submitted with a CPU limit that is less than or equal to the value of CHUNK_JOB_DURATION (**bsub -c**)
- Run limit greater than 30 minutes (RUNLIMIT parameter in `lsb.queues` or `lsb.applications`). If CHUNK_JOB_DURATION is set in `lsb.params`, the job is chunked only if it is submitted with a run limit that is less than or equal to the value of CHUNK_JOB_DURATION (**bsub -W**)
- Run time estimate greater than 30 minutes (RUNTIME parameter in `lsb.applications`)

Jobs submitted with the following **bsub** options are not chunked; they are dispatched individually:

- `-I` (interactive jobs)
- `-c` (jobs with CPU limit greater than 30)
- `-W` (jobs with run limit greater than 30 minutes)
- `-app` (jobs associated with an application profile that specifies a run time estimate or run time limit greater than 30 minutes, or a CPU limit greater than 30). CHUNK_JOB_SIZE is either not specified in the application, or CHUNK_JOB_SIZE=1, which disables chunk job dispatch configured in the queue.
- `-R` "cu[]" (jobs with a compute unit resource requirement).

Configure queue-level job chunking

By default, CHUNK_JOB_SIZE is not enabled.

To configure a queue to dispatch chunk jobs, specify the CHUNK_JOB_SIZE parameter in the queue definition in `lsb.queues`.
For example, the following configures a queue named `chunk`, which dispatches up to 4 jobs in a chunk:

```
Begin Queue
QUEUE_NAME     = chunk
PRIORITY       = 50
CHUNK_JOB_SIZE = 4
End Queue
```

After adding CHUNK_JOB_SIZE to `lsb.queues`, use **badmin reconfig** to reconfigure your cluster.

Configure application-level job chunking

By default, CHUNK_JOB_SIZE is not enabled. Enabling application-level job chunking overrides queue-level job chunking.

To configure an application profile to chunk jobs together, specify the CHUNK_JOB_SIZE parameter in the application profile definition in `lsb.applications`.
Specify CHUNK_JOB_SIZE=1 to disable job chunking for the application. This value overrides chunk job dispatch configured in the queue.

After adding CHUNK_JOB_SIZE to `lsb.applications`, use **badmin reconfig** to reconfigure your cluster.

Configure limited job chunking

If CHUNK_JOB_DURATION is defined in the file `lsb.params`, a job submitted to a chunk job queue is chunked under the following conditions:

- A job-level CPU limit or run time limit is specified (**bsub -c** or **-W**), or
- An application-level CPU limit, run time limit, or run time estimate is specified (CPULIMIT, RUNLIMIT, or RUNTIME in `lsb.applications`), or
- A queue-level CPU limit or run time limit is specified (CPULIMIT or RUNLIMIT in `lsb.queues`),

and the values of the CPU limit, run time limit, and run time estimate are all less than or equal to the CHUNK_JOB_DURATION.

Jobs are not chunked if:

- The CPU limit, run time limit, or run time estimate is greater than the value of CHUNK_JOB_DURATION, or
- No CPU limit, no run time limit, and no run time estimate are specified.

The value of CHUNK_JOB_DURATION is displayed by **bparams -l**.

After adding CHUNK_JOB_DURATION to `lsb.params`, use **badmin reconfig** to reconfigure your cluster.
By default, CHUNK_JOB_DURATION is not enabled.

How LSF submits and controls chunk jobs

When a job is submitted to a queue or application profile that is configured with the CHUNK_JOB_SIZE parameter, LSF attempts to place the job in an existing chunk. A job is added to an existing chunk if it has the same characteristics as the first job in the chunk:

- Submitting user
- Resource requirements
- Host requirements
- Queue or application profile
- Job priority

If a suitable host is found to run the job, but there is no chunk available with the same characteristics, LSF creates a new chunk.

Resources reserved for any member of the chunk are reserved at the time the chunk is dispatched and held until the whole chunk finishes running. Other jobs requiring the same resources are not dispatched until the chunk job is done.

WAIT status

When **sbatchd** receives a chunk job, it does not start all member jobs at once. A chunk job occupies a single job slot. Even if other slots are available, the chunk job members must run one at a time in the job slot they occupy. The remaining jobs in the chunk that are waiting to run are displayed as **WAIT** by **bjobs**. Any jobs in **WAIT** status are included in the count of pending jobs by **bqueues** and **busers**. The **bhosts** command shows the single job slot occupied by the entire chunk job in the number of jobs shown in the NJOBS column.

The **bhist -l** command shows jobs in **WAIT** status as `Waiting ...`

The **bjobs -l** command does not display a **WAIT** reason in the list of pending jobs.

Control chunk jobs

Job controls affect the state of the members of a chunk job. You can perform the following actions on jobs in a chunk job:

Action (Command)	Job State	Effect on Job (State)
Suspend (**bstop**)	**PEND**	Removed from chunk (PSUSP)
	RUN	All jobs in the chunk are suspended (NRUN -1, NSUSP +1)
	USUSP	No change
	WAIT	Removed from chunk (PSUSP)
Kill (**bkill**)	**PEND**	Removed from chunk (NJOBS -1, PEND -1)
	RUN	Job finishes, next job in the chunk starts if one exists (NJOBS -1, PEND -1)
	USUSP	Job finishes, next job in the chunk starts if one exists (NJOBS -1, PEND -1, SUSP -1, RUN +1)
	WAIT	Job finishes (NJOBS-1, PEND -1)
Resume (**bresume**)	**USUSP**	Entire chunk is resumed (RUN +1, USUSP -1)
Migrate (**bmig**)	**WAIT**	Removed from chunk
Switch queue (**bswitch**)	**RUN**	Job is removed from the chunk and switched; all other WAIT jobs are requeued to PEND
	WAIT	Only the WAIT job is removed from the chunk and switched, and requeued to PEND
Checkpoint (**bchkpnt**)	**RUN**	Job is checkpointed normally
Modify (**bmod**)	**PEND**	Removed from the chunk to be scheduled later

Migrating jobs with **bmig** changes the dispatch sequence of the chunk job members. They are not redispatched in the order they were originally submitted.

Rerunnable chunk jobs

If the execution host becomes unavailable, rerunnable chunk job members are removed from the queue and dispatched to a different execution host.

Checkpoint chunk jobs

Only running chunk jobs can be checkpointed. If **bchkpnt -k** is used, the job is also killed after the checkpoint file has been created. If chunk job in WAIT state is checkpointed, **mbatchd** rejects the checkpoint request.

Fairshare policies and chunk jobs

Fairshare queues can use job chunking. Jobs are accumulated in the chunk job so that priority is assigned to jobs correctly according to the fairshare policy that applies to each user. Jobs belonging to other users are dispatched in other chunks.

TERMINATE_WHEN job control action

If the TERMINATE_WHEN job control action is applied to a chunk job, **sbatchd** kills the chunk job element that is running and puts the rest of the waiting elements into pending state to be rescheduled later.

Enforce resource usage limits on chunk jobs:
By default, resource usage limits are not enforced for chunk jobs because chunk jobs are typically too short to allow LSF to collect resource usage.

To enforce resource limits for chunk jobs, define LSB_CHUNK_RUSAGE=Y in `lsf.conf`. Limits may not be enforced for chunk jobs that take less than a minute to run.

Job arrays

Job arrays are groups of jobs with the same executable and resource requirements, but different input files. Job arrays can be submitted, controlled, and monitored as a single unit or as individual jobs or groups of jobs.

Each job submitted from a job array shares the same job ID as the job array and are uniquely referenced using an array index. The dimension and structure of a job array is defined when the job array is created.

Syntax

The **bsub** syntax used to create a job array follows:

```
bsub -J "arrayName[indexList, ...]" myJob
```

Where:

-J "*arrayName***[***indexList***, ...]"**

Names and creates the job array. The square brackets, **[ ]**, around **indexList** must be entered exactly as shown and the job array name specification must be enclosed in quotes. Commas (,) are used to separate multiple indexList entries. The maximum length of this specification is 255 characters.

arrayName

User specified string that is used to identify the job array. Valid values are any combination of the following characters:

```
a-z | A-Z | 0-9 | . | - | _
```

indexList **= start[-end[:step]]**

Specifies the size and dimension of the job array, where:

start

Specifies the start of a range of indices. Can also be used to specify an individual index. Valid values are unique positive integers. For example, `[1-5]` and `[1, 2, 3, 4, 5]` specify 5 jobs with indices 1 through 5.

end

Specifies the end of a range of indices. Valid values are unique positive integers.

step

Specifies the value to increment the indices in a range. Indices begin at `start`, increment by the value of `step`, and do not increment past the value of `end`. The default value is 1. Valid values are positive integers. For example, `[1-10:2]` specifies a range of 1-10 with step value 2 creating indices 1, 3, 5, 7, and 9.

After the job array is created (submitted), individual jobs are referenced using the job array name or job ID and an index value. For example, both of the following series of job array statements refer to jobs submitted from a job array named `myArray` which is made up of 1000 jobs and has a job ID of 123:

```
myArray[1], myArray[2], myArray[3], ..., myArray[1000]
123[1], 123[2], 123[3], ..., 123[1000]
```

Create a job array

Create a job array at job submission time.
For example, the following command creates a job array named `myArray` made up of 1000 jobs.

```
bsub -J "myArray[1-1000]" myJob
Job <123> is submitted to default queue <normal>.
```

Change the maximum size of a job array:
A large job array allows a user to submit a large number of jobs to the system with a single job submission.

By default, the maximum number of jobs in a job array is 1000, which means the maximum size of a job array cannot exceed 1000 jobs.

Set **MAX_JOB_ARRAY_SIZE** in `lsb.params` to any positive integer between 1 and 2147483646.
The maximum number of jobs in a job array cannot exceed the value set by **MAX_JOB_ARRAY_SIZE**.

Handle input and output files

LSF provides methods for coordinating individual input and output files for the multiple jobs that are created when submitting a job array. These methods require your input files to be prepared uniformly. To accommodate an executable that uses standard input and standard output, LSF provides runtime variables (%I and %J) that are expanded at runtime. To accommodate an executable that reads command-line arguments, LSF provides an environment variable (LSB_JOBINDEX) that is set in the execution environment.

Prepare input files:

LSF needs all the input files for the jobs in your job array to be located in the same directory. By default LSF assumes the current working directory (CWD); the directory from where **bsub** was issued.

To override CWD, specify an absolute or relative path when submitting the job array.
Each file name consists of two parts, a consistent name string and a variable integer that corresponds directly to an array index. For example, the following file names are valid input file names for a job array. They are made up of the consistent name `input` and integers that correspond to job array indices from 1 to 1000:

```
input.1, input.2, input.3, ..., input.1000
```

Redirect standard input:
The variables %I and %J are used as substitution strings to support file redirection for jobs submitted from a job array. At execution time, %I is expanded to provide the job array index value of the current job, and %J is expanded at to provide the job ID of the job array.

Use the `-i` option of **bsub** and the %I variable when your executable reads from standard input.
To use %I, all the input files must be named consistently with a variable part that corresponds to the indices of the job array. For example:

```
input.1, input.2, input.3, ..., input.N
```

For example, the following command submits a job array of 1000 jobs whose input files are named `input.1`, `input.2`, **`input.3`**, ..., **`input.1000`** and located in the current working directory:

```
bsub -J "myArray[1-1000]" -i "input.%I" myJob
```

Redirect standard output and error:
Use the `-o` option of **bsub** and the %I and %J variables when your executable writes to standard output and error.

1. To create an output file that corresponds to each job submitted from a job array, specify %I as part of the output file name.

   For example, the following command submits a job array of 1000 jobs whose output files are put in CWD and named `output.1`, `output.2`, `output.3`, ..., `output.1000:`

   ```
   bsub -J "myArray[1-1000]" -o "output.%I" myJob
   ```

2. To create output files that include the job array job ID as part of the file name specify %J.

   For example, the following command submits a job array of 1000 jobs whose output files are put in CWD and named `output.123.1`, `output.123.2`, **`output.`**`123`**`.3`**, ..., **`output.`**`123`**`.1000`**. The job ID of the job array is 123.

   ```
   bsub -J "myArray[1-1000]" -o "output.%J.%I" myJob
   ```

Pass arguments on the command line

The environment variable LSB_JOBINDEX is used as a substitution string to support passing job array indices on the command line. When the job is dispatched, LSF sets LSB_JOBINDEX in the execution environment to the job array index of the current job. LSB_JOBINDEX is set for all jobs. For non-array jobs, LSB_JOBINDEX is set to zero.

To use LSB_JOBINDEX, all the input files must be named consistently and with a variable part that corresponds to the indices of the job array. For example:

```
input.1, input.2, input.3, ..., input.N
```

You must escape LSB_JOBINDEX with a backslash, \, to prevent the shell interpreting **bsub** from expanding the variable. For example, the following command submits a job array of 1000 jobs whose input files are named `input.1`, `input.2`, `input.3`, ..., `input.1000` and located in the current working directory. The executable is being passed an argument that specifies the name of the input files:

```
bsub -J "myArray[1-1000]" myJob -f input.\$LSB_JOBINDEX
```

Set a whole array dependency

Like all jobs in LSF, a job array can be dependent on the completion or partial completion of a job or another job array. A number of job-array-specific dependency conditions are provided by LSF.

To make a job array dependent on the completion of a job or another job array use the `-w "dependency_condition"` option of **bsub**.
For example, to have an array dependent on the completion of a job or job array with job ID 123, use the following command:

```
bsub -w "done(123)" -J "myArray2[1-1000]" myJob
```

Set a partial array dependency:

1. To make a job or job array dependent on an existing job array, use one of the following dependency conditions.

Condition	Description
numrun(jobArrayJobId, op num)	Evaluate the number of jobs in RUN state
numpend(jobArrayJobId, op num)	Evaluate the number of jobs in PEND state
numdone(jobArrayJobId, op num)	Evaluate the number of jobs in DONE state
numexit(jobArrayJobId, op num)	Evaluate the number of jobs in EXIT state
numended(jobArrayJobId, op num)	Evaluate the number of jobs in DONE and EXIT state
numhold(jobArrayJobId, op num)	Evaluate the number of jobs in PSUSP state
numstart(jobArrayJobId, op num)	Evaluate the number of jobs in RUN and SSUSP and USUSP state

2. Use one the following operators (`op`) combined with a positive integer (`num`) to build a condition:

   ```
   == | > | < | >= |<= | !=
   ```

   Optionally, an asterisk (`*`) can be used in place of `num` to mean all jobs submitted from the job array.

   For example, to start a job named `myJob` when 100 or more elements in a job array with job ID 123 have completed successfully:

   ```
   bsub -w "numdone(123, >= 100)" myJob
   ```

Monitor job arrays

Use **bjobs** and **bhist** to monitor the current and past status of job arrays.

Display job array status:

To display summary information about the currently running jobs submitted from a job array, use the **-A** option of **bjobs**.
For example, a job array of 10 jobs with job ID 123:

```
bjobs -A 123
JOBID    ARRAY_SPEC  OWNER  NJOBS PEND DONE  RUN EXIT SSUSP USUSP PSUSP
123      myArra[1-10]     user1     10    3    3    4    0     0     0     0
```

Display job array dependencies:
To display information for any job dependency information for an array, use the **bjdepinfo** command.
For example, a job array (with job ID 456) where you want to view the dependencies on the third element of the array:

```
bjdepinfo -c "456[3]"
JOBID  CHILD CHILD_STATUS CHILD_NAME LEVEL
456[3] 300   PEND         job300     1
```

Display current job status:
To display the status of the individual jobs submitted from a job array, specify the job array job ID with **bjobs**. For jobs submitted from a job array, JOBID displays the job array job ID, and JOBNAME displays the job array name and the index value of each job.
For example, to view a job array with job ID 123:

```
bjobs 123
JOBID  USER   STAT   QUEUE     FROM_HOST  EXEC_HOST   JOB_NAME    SUBMIT_TIME
123    user1  DONE   default   hostA      hostC       myArray[1]  Feb 29 12:34
123    user1  DONE   default   hostA      hostQ       myArray[2]  Feb 29 12:34
123    user1  DONE   default   hostA      hostB       myArray[3]  Feb 29 12:34
123    user1  RUN    default   hostA      hostC       myArray[4]  Feb 29 12:34
123    user1  RUN    default   hostA      hostL       myArray[5]  Feb 29 12:34
123    user1  RUN    default   hostA      hostB       myArray[6]  Feb 29 12:34
123    user1  RUN    default   hostA      hostQ       myArray[7]  Feb 29 12:34
123    user1  PEND   default   hostA                  myArray[8]  Feb 29 12:34
123    user1  PEND   default   hostA                  myArray[9]  Feb 29 12:34
123    user1  PEND   default   hostA                  myArray[10] Feb 29 12:34
```

Display past job status:
To display the past status of the individual jobs submitted from a job array, specify the job array job ID with **bhist**.
For example, to view the history of a job array with job ID 456:

```
bhist 456
Summary of time in seconds spent in various states:
JOBID  USER    JOB_NAME   PEND    PSUSP   RUN     USUSP   SSUSP   UNKWN   TOTAL
456[1] user1   *rray[1]   14      0       65      0       0       0       79
456[2] user1   *rray[2]   74      0       25      0       0       0       99
456[3] user1   *rray[3]   121     0       26      0       0       0       147
456[4] user1   *rray[4]   167     0       30      0       0       0       197
456[5] user1   *rray[5]   214     0       29      0       0       0       243
456[6] user1   *rray[6]   250     0       35      0       0       0       285
456[7] user1   *rray[7]   295     0       33      0       0       0       328
456[8] user1   *rray[8]   339     0       29      0       0       0       368
456[9] user1   *rray[9]   356     0       26      0       0       0       382
456[10]user1   *ray[10]   375     0       24      0       0       0       399
```

Display the current status of a specific job:
To display the current status of a specific job submitted from a job array, specify in quotes, the job array job ID and an index value with **bjobs**.
For example, the status of the 5th job in a job array with job ID 123:

```
bjobs "123[5]"
JOBID  USER   STAT   QUEUE     FROM_HOST  EXEC_HOST   JOB_NAME    SUBMIT_TIME
123    user1  RUN    default   hostA      hostL       myArray[5]  Feb 29 12:34
```

Display the past status of a specific job:
To display the past status of a specific job submitted from a job array, specify, in quotes, the job array job ID and an index value with **bhist**.
For example, the status of the 5th job in a job array with job ID 456:

```
bhist "456[5]"
Summary of time in seconds spent in various states:
JOBID  USER    JOB_NAME   PEND    PSUSP   RUN     USUSP   SSUSP   UNKWN   TOTAL
456[5] user1   *rray[5]   214     0       29      0       0       0       243
```

Performance metric information:
If you enable performance metric collection, every job submitted in a job array is counted individually, except for the Job submission requests metric. The entire job array counts as just one job submission request.

Control job arrays

You can control the whole array, all the jobs submitted from the job array, with a single command. LSF also provides the ability to control individual jobs and groups of jobs submitted from a job array. When issuing commands against a job array, use the job array job ID instead of the job array name. Job names are not unique in LSF, and issuing a command using a job array name may result in unpredictable behavior.

Most LSF commands allow operation on both the whole job array, individual jobs, and groups of jobs. These commands include **bkill**, **bstop**, **bresume**, and **bmod**.

Some commands only allow operation on individual jobs submitted from a job array. These commands include **btop**, **bbot**, and **bswitch**.

- Control a whole array
- Control individual jobs
- Control groups of jobs

Control a whole array:
To control the whole job array, specify the command as you would for a single job using only the job ID.
For example, to kill a job array with job ID 123:

```
bkill 123
```

Control individual jobs:
To control an individual job submitted from a job array, specify the command using the job ID of the job array and the index value of the corresponding job. The job ID and index value must be enclosed in quotes.
For example, to kill the 5th job in a job array with job ID 123:

```
bkill "123[5]"
```

Control groups of jobs:
To control a group of jobs submitted from a job array, specify the command as you would for an individual job and use **indexList** syntax to indicate the jobs.
For example, to kill jobs 1-5, 239, and 487 in a job array with job ID 123:

```
bkill "123[1-5, 239, 487]"
```

Job array chunking

Job arrays in most queues can be chunked across an array boundary (not all jobs must belong to the same array). However, if the queue is preemptable or preemptive, the jobs are chunked when they belong to the same array.

For example:

job1[1], job1[2], job2[1], job2[2] in a preemption queue with **CHUNK_JOB_SIZE=3**

Then

- job1[1] and job1[2] are chunked.
- job2[1] and job2[2] are chunked.

Requeue jobs in DONE state

Use **brequeue** to requeue a job array. When the job is requeued, it is assigned the PEND status and the job's new position in the queue is after other jobs of the same priority.

To requeue DONE jobs use the -d option of brequeue.
For example, the command **brequeue -J "myarray[1-10]" -d 123** requeues jobs with job ID 123 and DONE status.

Note:

brequeue is not supported across clusters.

Requeue Jobs in EXIT state:
To requeue EXIT jobs use the -e option of brequeue.
For example, the command **brequeue -J "myarray[1-10]" -e 123** requeues jobs with job ID 123 and EXIT status.

Requeue all jobs in an array regardless of job state:
A submitted job array can have jobs that have different job states. To requeue all the jobs in an array regardless of any job's state, use the -a option of **brequeue**.
For example, the command **brequeue -J "myarray[1-10]" -a 123** requeues all jobs in a job array with job ID 123 regardless of their job state.

Requeue RUN jobs to PSUSP state:
To requeue RUN jobs to PSUSP state, use the -H option of brequeue.
For example, the command **brequeue -J "myarray[1-10]" -H 123** requeues to PSUSP RUN status jobs with job ID 123.

Requeue jobs in RUN state:
To requeue RUN jobs use the -r option of brequeue.
For example, the command **brequeue -J "myarray[1-10]" -r 123** requeues jobs with job ID 123 and RUN status.

Job array job slot limit

The job array job slot limit is used to specify the maximum number of jobs submitted from a job array that are allowed to run at any one time. A job array allows a large number of jobs to be submitted with one command, potentially flooding a system, and job slot limits provide a way to limit the impact a job array may have on a system. Job array job slot limits are specified using the following syntax:

```
bsub -J "job_array_name[index_list]%job_slot_limit" myJob
```

where:

%job_slot_limit

Specifies the maximum number of jobs allowed to run at any one time. The percent sign (%) must be entered exactly as shown. Valid values are positive integers less than the maximum index value of the job array.

Set a job array slot limit at submission:
Use the **bsub** command to set a job slot limit at the time of submission.
To set a job array job slot limit of 100 jobs for a job array of 1000 jobs:

```
bsub -J "job_array_name[1000]%100" myJob
```

Set a job array slot limit after submission:
Use the **bmod** command to set a job slot limit after submission.
For example, to set a job array job slot limit of 100 jobs for an array with job ID 123:

```
bmod -J "%100" 123
```

Change a job array job slot limit:
Changing a job array job slot limit is the same as setting it after submission.

Use the **bmod** command to change a job slot limit after submission.
For example, to change a job array job slot limit to 250 for a job array with job ID 123:

```
bmod -J "%250" 123
```

View a job array job slot limit:
To view job array job slot limits use the `-A` and `-l` options of **bjobs**. The job array job slot limit is displayed in the Job Name field in the same format in which it was set.
For example, the following output displays the job array job slot limit of 100 for a job array with job ID 123:

```
bjobs -A -l 123
Job <123>, Job Name <myArray[1-1000]%100>, User <user1>, Project <default>, Sta
                     tus <PEND>, Queue <normal>, Job Priority <20>, Command <my
                     Job>
Wed Feb 29 12:34:56 2010: Submitted from host <hostA>, CWD <$HOME>;

COUNTERS:
NJOBS PEND DONE RUN EXIT SSUSP USUSP PSUSP
  10    9   0    1    0     0     0     0
```

Job Packs

Job packs overview

The purpose of this feature is to speed up the submission of a large number of jobs. When the feature is enabled, you can submit jobs by submitting a single file containing multiple job requests.

This feature supports all **bsub** options in the job submission file except for:

```
-I -Ip -Is -IS -ISp -ISs -IX -XF -K -jsdl -h -V -pack
```

About job packs

Enable / disable

Job packs are disabled by default. You must enable the feature before you can run **bsub -pack**.

Job submission rate

When you use the job packs feature to submit multiple jobs to mbatchd at once, instead of submitting the jobs individually, it minimizes system overhead and improves the overall job submission rate dramatically.

Job submission file

When you use this feature, you create a job submission file that defines each job request. You specify all the **bsub** options individually for each job, so unlike chunk jobs and job arrays, there is no need for jobs in this file to have anything in common. To submit the jobs to LSF, you simply submit the file using the **bsub -pack** option.

Job pack

LSF parses the file contents and submits the job requests to mbatchd, sending multiple requests at one time. Each group of jobs submitted to mbatchd together is called a job pack. The job submission file can contain any number of job requests, and LSF will group them into job packs automatically. The reason to group jobs into packs is to maintain proper mbatchd performance: while mbatchd is processing a job pack, mbatchd is blocked from processing other requests, so limiting the number of jobs in each pack ensures a reasonable mbatchd response time for other job submissions. Job pack size is configurable.

If the cluster configuration is not consistent, and **mbatchd** receives a job pack that exceeds the job pack size defined in `lsf.conf`, it will be rejected.

Job request

Once the pack is submitted to mbatchd, each job request in the pack is handled by LSF as if it was submitted individually with the **bsub** command.

For example:

- If BSUB_CHK_RESREQ is enabled, LSF checks the syntax of the resource requirement string, instead of scheduling the job.
- If **-is** or **-Zs** is specified, LSF copies the command file to the spool directory, and this may affect the job submission rate.
- The job request cannot be submitted to mbatchd if the pending job threshold has been reached (MAX_PEND_JOBS in `lsb.params`).
- If BSUB_QUIET is enabled, LSF will not print information about successful job submission.

Job submission errors

By default, if any job request in a file cannot be submitted to mbatchd, LSF assumes the job submission file has become corrupt, and does not process any more requests from the file (the jobs already submitted to mbatchd successfully do continue to run). Optionally, you can modify the configuration and change this. If you do, LSF processes every request in the file and attempts to submit all the jobs, even if some previous job submissions have failed.

For example, the job submission file may contain job requests from many users, but the default behavior is that LSF stops processing requests after one job fails because the pending job threshold for the user has been reached. If you change the configuration, processing of the job submission file can continue, and job requests from other users can run.

mesub

By default, LSF runs mesub as usual for all jobs in the file. Optionally, you can modify configuration and change this. If you do, LSF processes the jobs in the file without running any mesub, even if there are esubs

configured at the application level (**-a** option of **bsub**), or using LSB_ESUB_METHOD in `lsf.conf`, or through a named esub executable under LSF_SERVERDIR.

The esub is never executed.

Enable and configure job packs

1. Edit `lsf.conf`.

   These parameters will be ignored if defined in the environment instead of the `lsf.conf` file.

2. Define the parameter LSB_MAX_PACK_JOBS=100.

   Do this to enable the feature and set the job pack size. We recommend 100 as the initial pack size.

   If the value is 1, jobs from the file are submitted individually, as if submitted directly using the **bsub** command.

   If the value is 0, job packs are disabled.

3. Optionally, define the parameter LSB_PACK_MESUB=N.

   Do this if you want to further increase the job submission rate by preventing the execution of any mesub during job submission.

   This parameter only affects the jobs submitted using job packs, it does not affect jobs submitted in the usual way.

4. Optionally, define the parameter LSB_PACK_SKIP_ERROR=Y.

   Do this if you want LSF to process all requests in a job submission file, and continue even if some requests have errors.

5. Restart mbatchd to make your changes take effect.

Submit job packs

1. Prepare the job submission file.

   Prepare a text file containing all the jobs you want to submit. Each line in the file is one job request. For each request, the syntax is identical to the **bsub** command line (without the word "bsub").

   For example:

   ```
   #This file contains 2 job requests.
   -R "select[mem>200] rusage[mem=100]" job1.sh
   -R "select[swap>400] rusage[swap=200]" job2.sh
   #end
   ```

   The job submission file has the following limitations:

   - The following **bsub** options are not supported:

     -I -Ip -Is -IS -ISp -ISs -IX -XF -K -jsdl -h -V -pack

   - Terminal Services jobs are not supported.
   - I/O redirection is not supported.
   - Blank lines and comment lines (beginning with #) are ignored. Comments at the end of a line are not supported.
   - Backslash (\) is NOT considered a special character to join two lines.
   - Shell scripting characters are treated as plain text, they will not be interpreted.
   - Matched pairs of single and double quotations are supported, but they must have space before and after. For example, **-J "job1"** is supported, **-J"job1"** is not, and **-J "job"1** is not.

For job dependencies, job name is recommended instead of job ID to specify the dependency condition. A job request will be rejected if the job name or job ID of the job it depends on does not already exist.

2. Submit the file.

   Use the **bsub -pack** option to submit all the jobs in a file. Run:

   bsub -pack *job_submission_file*

   where *job_submission_file* is the full path to the job submission file. Do not put any other **bsub** options in the command line, they must be included in each individual job request in the file.

The **-pack** option is not supported in a job script.

Performance metrics

If you enable performance metric collection, every job submitted in a job pack is counted individually, except for the Job submission requests metric. Each job pack counts as just one job submission request.

Chapter 7. Energy Aware Scheduling

About Energy Aware Scheduling (EAS)

LSF offers energy-aware scheduling features for large-scale LSF installations, where the energy requirements for operating large systems are becoming a significant factor in the overall cost of these systems. On Large systems with either a long lead period to full production or widely fluctuating workloads many nodes can sit idle for significant time periods. The energy-aware scheduling features of LSF enable administrators to control the processor frequency to allow some applications to run at lower frequency with minor performance degradation. This can lead to overall power savings. Conversely, minimizing the frequency on unused cores can also enable maximum turbo boost to active cores, to increase application performance, and reduce run times. Frequency control allows an organization to balance performance with power savings.

The LSF energy-aware scheduling features include the following:

- Host-based policies to manage the power state of hosts.
- Ability to set the CPU frequency at the job, application, or queue level.
- Collection and reporting of power usage for an application (assuming exclusive use of nodes).
- Benchmarking application power usage and generation of relevant power coefficients.
- Prediction of performance, power usage, and runtime of applications at different CPU frequencies.
- Automatic CPU frequency selection for jobs based on predictions.

Managing host power states

LSF energy aware scheduling host power state management enables automatic workload driven power management policies for hosts in an LSF cluster. LSF can power on hosts as jobs need them, and take appropriate power management actions as workload changes. Power management policies support the power management features of xCAT version 2.7.

LSF administrators can set cluster-wide power management policies, and manually manage the power characteristics of specific LSF hosts. Multiple power management policies can also be configured with time windows to manage the power state for specified hosts and host groups automatically.

Cluster administrators can retrieve and monitor the power state changes of specific hosts and view power state of each host, along with the configured power management policy definitions.

System requirements

Host power management for LSF energy aware scheduling has the following requirements:

- All compute nodes have P-States and C-States enabled.

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- All LSF master and master candidates must be clients of a provisioning management system, which is able to call corresponding provisioning tool command line to connect with its management node directly.
- xCAT v2.7 or higher should be ready to use for LSF server hosts management

Configuring host power state management

Configure host power state management parameters in **lsb.params** and the **PowerPolicy** section in **lsb.resources**.

Power parameters in lsb.params

The power state management parameters in lsb.params enable the power management feature.

Suspend, Resume, Reset

To enable the power state management parameters in lsb.params, a valid definition includes at least one POWER_SUSPEND_CMD and POWER_RESUME_CMD pair. The configured command must have full path for execution. For example:

- **POWER_SUSPEND_CMD = $LSF_SERVERDIR/../../util/eass3/rpower_suspend.sh**
- **POWER_RESUME_CMD = $LSF_SERVERDIR/../../util/eass3/rpower_resume.sh**
- **POWER_RESET_CMD = $LSF_SERVERDIR/../../util/eass3/rpower_reset.sh**

The power parameters support the following power actions:

- Suspend (**POWER_SUSPEND_CMD**) put the host in energy saving state. Defines suspend operation command which will be called when LSF handles a host suspend power request. LSF uses the command in the format:

  command host [host ...]

  The command can parse all its arguments as a host list. The command must return 0 if the power control action succeeds and 1 if the power control action fails. Each line of the output has a host and its return value. For example:

  ```
  host1 0host2 1
  ```

  A host can be suspended manually or by the power policy. A pending job can resume a suspended host only if it was suspended by the power policy. If the host was suspended manually (**badmin hpower suspend**), the job cannot put the host back into working state (power resume).
- Resume (**POWER_RESUME_CMD**) put the host in working state. Defines the resume operation command which will be called when LSF handles a host resume power request. It should be an opposite operation to **POWER_SUSPEND_CMD**.
- Reset (**POWER_RESET_CMD**) resets the host. A reset is issued to the host if it fails to join the cluster within a specified time after the resume command is issued (either by manual resume command, or resume triggered by a pending job). The timeout is configured by the parameter **POWER_SUSPEND_TIMEOUT** in **lsb.params** and the default is 10 minutes.

The power parameters are applied cluster-wide, to all configured power policies and manual power operations performed by the administrator. Both **POWER_SUSPEND_CMD** and **POWER_RESUME_CMD** must be specified.

The host can only enter a power saving (suspend) state when it is idle (that is, no jobs are running; NJOBS=0) and the host is in “ok” state. For example:

```
POWER_SUSPEND_CMD= rpower suspend
POWER_RESUME_CMD= rpower onstandby
POWER_RESET_CMD= rpower reset
```

Configuring events switching

The parameter **POWER_STATUS_LOG_MAX** in **lsb.params** is used to configure a trigger value for events switching. The default value is 10000. This value takes effect only if PowerPolicy (in **lsb.resources**) is enabled.

If a finished job number is not larger than the value of **MAX_JOB_NUM**, the event switch can also be triggered by **POWER_STATUS_LOG_MAX**, which works with **MIN_SWITCH_PERIOD**.

Configuring a wait time after resume

The parameter **POWER_ON_WAIT** in **lsb.params** is used to configure a wait time (in seconds) after a host is resumed and enters ok status, before dispatching a job. This is to allow other services on the host to restart and enter a ready state. The default value is 0 and is applied globally.

PowerPolicy section in lsb.resources

This section is used to enable power management policy. Power policies are only enabled when configured.

A host can belong to only one PowerPolicy section. The LSF master host and master host candidates cannot be included in a PowerPolicy.

```
Begin PowerPolicy
   NAME = policy_name
   HOSTS = host_list
   TIME_WINDOW= time_window
   MIN_IDLE_TIME= minutes
   CYCLE_TIME= minutes
End PowerPolicy
```

For example:

```
Begin PowerPolicy
   NAME = policy_night
   HOSTS = hostGroup1 host3
   TIME_WINDOW= 23:00-8:00
   MIN_IDLE_TIME= 1800
   CYCLE_TIME= 60
End PowerPolicy
```

The PowerPolicy section defines the following parameters:

- NAME=policy_name

  Mandatory. Unique name for the power management policy.

  You must specify this parameter to define a power policy. LSF does not automatically assign a default power policy name.

  Specify any ASCII string up to 60 characters long. You can use letters, digits, underscores (_), dashes (-), periods (.) in the name. The power policy name must be unique within the cluster.

- HOSTS=host_list

  Where host_list is a space-separated list of the following items:

  ```
  host name
  host partition
  host group
  compute unit
  ```

  Hosts specified cannot overlap among power policies.

Default is all hosts not included in another power policy (except master and master candidate hosts).

- TIME_WINDOW=time_window

  This is the time period when this policy is active and should be applied to the hosts, the time window syntax should be the same as the rest of LSF. When leaving the TIME_WINDOW, hosts defined will automatically wake up. The time window is duration that power policy applies

  Default is power policy is always enabled.

- MIN_IDLE_TIME=minutes

  This parameter only takes effect if a valid TIME_WINDOW is configured. It defines the number of minutes a host must be idle before power operations are issued for defined hosts. The default is 0 minutes.

  After a host has been idle for this period of time, it is suspended. It is applied within the TIME_WINDOW, which means if the time window is not reached, this parameter will not take effect. The idle time calculation is from the actual host idle time, even if it is outside the TIME_WINDOW. This counter gets reset when LSF restarts if:

  – The host is not running a job.
  – The host is in ok, closed_Cu_Excl, or ok_Powered state.
  – The host is not part of an active system Advance Reservation.

- CYCLE_TIME=minutes

  The minimum time in minutes between changes in power state. The counter is changed once the host is power changed. This counter is not reset when LSF restarts

  This parameter only takes effect if a valid TIME_WINDOW is configured. It defines the minimum time in minutes between changes in power state. The default is 5 minutes. Power actions are issued regardless of recent host status changes.

  To define a timeout for power suspend and resume actions, set POWER_SUSPEND_TIMEOUT in lsb.params. If the power action does not complete in the specified time, LSF treats the operation as failed. The default value is 600 seconds (10 minutes).

Controlling and monitoring host power state management

The following commands allow for control and monitoring of host power state management.

badmin hpower

The option: **hpower** for **badmin** is used to switch the power state of idle host (hosts and host groups including compute unit and host partition hosts) to enter into power saving state or working state manually. For example:

```
badmin hpower suspend | resume [-C comments] host_name [...]
```

Options:

suspend

Puts the host in energy saving state. **badmin hpower suspend** calls the script defined by **POWER_SUSPEND_CMD** in the PowerPolicy, and tags the host so that it cannot be resumed by the PowerPolicy.

resume
Puts the host in working state. The host can enter power save status when **CYCLE_TIME** is reached. If the host should not enter power save status, use the **badmin hclose** command to block the host from the power policy.

-C Add to describe the specified power management action. Comments are displayed by **badmin hist** and **badmin hhist**.

host_name
Specify one or more host names, host groups, compute units, or host partitions. All specified hosts will be switched to energy saving state or working state. Error message will be shown if the host state is not ready for switching. (Each host is in one line with each message)

badmin hist and badmin hhist

Use **badmin hist** and **badmin hhist** to retrieve the historical information about the power state changes of hosts.

All power related events are logged for both **badmin hpower** and actions triggered by configured (automated) PowerPolicy.

Power State Action	Performed by	Success/Fail	Logged Events

Suspend	By **badmin hpower**	On Success	`Host <host_name> suspend request from administrator <cluster_admin_name>.`
			
			`Host <host_name> suspend request done.`
			
			`Host <host_name> suspend.`

		On Failure	`Host <host_name> suspend request from administrator <cluster_admin_name>.`
			
			`Host <host_name> suspend request failed.`
			
			`Host <host_name> power unknown.`

	By PowerPolicy	On Success	`Host <host_name> suspend request from power policy <policy_name>.`
			
			`Host <host_name> suspend request done.`
			
			`Host <host_name> suspend.`

		On Failure	`Host <host_name> suspend request from power policy <policy_name>.`
			
			`Host <host_name> suspend request failed.`
			
			`Host <host_name> power unknown.`

Power State Action	Performed by	Success/Fail	Logged Events
Resume	By **badmin hpower**	On Success	Host <host_name> resume request from administrator <cluster_admin_name>. Host <host_name> resume request done. Host <host_name> on.
		On Failure	Host <host_name> resume request from administrator <cluster_admin_name>. Host <host_name> resume request exit. Host <host_name> power unknown.
	By PowerPolicy	On Success	Host <host_name> resume request from power policy <policy_name>. Host <host_name> resume request done. Host <host_name> on.
		On Failure	Host <host_name> resume request from power policy <policy_name>. Host <host_name> resume request exit. Host <host_name> power unknown.

bhosts

Use **bhosts -l** to display the power state for hosts. **bhosts** only shows the power state of the host when PowerPolicy (in **lsb.resources**) is enabled. If the host status becomes unknown (power operation due to failure), the power state is shown as a dash ("-").

Final power states:

on The host power state is "On" (Note: power state "on" does not mean the batch host state is "ok", which depends on whether lim and sbatchd can be connected by the master host.)

suspend
The host is suspended by policy or manually with **badmin hpower**

Intermediate power states:

The following states are displayed when mbatchd has sent a request for power operations but the execution has not returned back. If the operation command returns, LSF assumes the operation is done. The intermediate status will be changed.

restarting
The host is resetting when resume operation failed.

resuming
The host is being resumed from standby state which is triggered by either policy or job, or cluster administrator

suspending
The host is being suspended which is triggered by either policy or cluster administrator

Final host state under administrator control:

closed_Power
The host it is put into power saving (suspend) state by the cluster administrator

Final host state under policy control:

ok_Power
A transitional state displayed while the host waits for **sbatchd** to resume. Lets **mbatchd** know that the host may be considered for scheduling, but it cannot immediately be used for jobs.

A host may enter this state in two ways:

1. An LSF host which is manually resumed (using **badmin hpower resume**), after it was manually suspended (using **badmin hpower suspend**).
2. When PowerPolicy is defined in `lsb.resources`, a member host that is suspended by the policy automatically has its power state suspended. The state of this host will be displayed as `ok_Power` (rather than `closed_Power`). This is different from suspending the host manually (by **badmin hpower suspend**) because this host may be woken by job scheduling even it was suspended by the policy.

Example bhosts:

```
HOST_NAME  STATUS       JL/U    MAX  NJOBS   RUN  SSUSP  USUSP    RSV
host1      closed        -      4     0       0      0       0     0
host2      ok_Power      -      4     0       0      0             0
host3      unavail       -      4     0       0      0       0     0
```

Example bhosts -w:

```
HOST_NAME  STATUS       JL/U    MAX  NJOBS   RUN  SSUSP  USUSP    RSV
host1      closed_Power  -      4     0       0      0       0     0
host2      ok_Power      -      4     0       0      0             0
host3      unavail       -      4     0       0      0       0     0
```

Example bhosts -l:

```
HOST  host1
STATUS       CPUF  JL/U  MAX  NJOBS  RUN  SSUSP  USUSP  RSV DISPATCH_WINDOW
closed_Power 1.00    -    4     4     4     0      0      -         -
CURRENT LOAD USED FOR SCHEDULING:

         r15s   r1m   r15m   ut   pg   io   ls   it   tmp   swp   mem  slots
Total    0.0    0.0   0.0    0%   0.0   0    0    0   31G   31G   12G    0
Reserved 0.0    0.0   0.0    0%   0.0   0    0    0    0M    0M  4096M   -
LOAD THRESHOLD USED FOR SCHEDULING:
          r15s   r1m  r15m   ut      pg    io   ls    it    tmp    swp    mem
loadSched   -     -     -     -       -     -    -     -     -      -      -
loadStop    -     -     -     -       -     -    -     -     -      -      -
POWER STATUS:  ok
IDLE TIME: 2m 12s
CYCLE TIME REMAINING: 3m 1s
```

bjobs

When a host in energy saving state host is switched to working state by a job (that is, the job has been dispatched and waiting for the host to resume), its state is not shown as pending. Instead, it is displayed as provisioning (PROV). For example:

```
bjobs
JOBID   USER    STAT   QUEUE     FROM_HOST  EXEC_HOST  JOB_NAME    SUBMIT_TIME
204     root    PROV   normal    host2      host1      sleep 9999  Jun  5 15:24
```

The state PROV is displayed. This state shows that the job is dispatched to a suspended host, and this host is being resumed. The job remains in PROV state until LSF dispatches the job.

When a job is requires a host in energy saving state or the host is powered off, and LSF is switching the host to working state, the following event is appended by **bjobs -l**:

```
Mon Nov 5 16:40:47: Will start on 2 Hosts <host1> <host2>. Waiting for
machine provisioning;
```

The message indicates which host is being provisioned and how many slots are requested.

bhist

When a job is dispatched to a standby host and provisioning the host to resume to working state is triggered, two events are saved into **lsb.events** and **lsb.streams**. For example:

```
Tue Nov 19 01:29:20: Host is being provisioned for job. Waiting for host
<xxxx> to power on;

Tue Nov 19 01:30:06: Host provisioning is done;
```

bresources

Use **bresources -p** to show the configured energy aware scheduling policies. For example:

```
bresources -p
Begin PowerPolicy
  NAME = policy_night
  HOSTS = hostGroup1 host3
  TIME_WINDOW= 23:59-5:00
  MIN_IDLE_TIME= 1800
  CYCLE_TIME= 60
  APPLIED = Yes
End PowerPolicy
Begin PowerPolicy
  NAME = policy_other
  HOSTS = all
  TIME_WINDOW= all
  APPLIED = Yes
End PowerPolicy
```

In the above case, “policy_night” is defined only for hostGroup1 and host3 and applies during the hours of 23:59 and 5:00. In contrast, “policy_other” covers all

other hosts not included in the "policy_night" power policy (with the exception of master and master candidate hosts) and is in effect at all hours.

Valid host statuses for power saved mode

For a host to enter power saved mode, it must have one of the following statuses:

Host Status	Automated (Configured) Power Policy	Manual Power Save Mode (badmin operation)
ok	Yes	Yes
closed_Cu_Excl	Yes	Yes
closed_Adm		Yes
closed_Busy		Yes
closed_Lock		Yes
closed_Wind		Yes
closed_Full		Yes

Hosts in the following statuses may not enter power saved mode:

- closed_Excl
- closed_LIM
- unavailable
- unreach
- closed_EGO

Disabling the power operation feature

Before disabling the power operation feature, make sure all hosts are in power on status.

If a host is in power saved mode when you disable the power operation feature on the cluster, that host cannot be powered back on (resume) because that feature has been disabled.

Changing lsf.shared / lsf.cluster

Before making any changes to **lsf.shared** or **lsf.cluster** for resource definition, all server hosts must be in power on status. After **restart lim/mbd**, host can then be power saved by power policy or by **badmin hpower**.

Resource information persists for power saved hosts. Therefore, if resources are changed while a host is in power saved mode, the obsolete information may cause problems for mbatchd/mbschd.

Integration with Advance Reservation

System Advance Reservation (AR) takes precedence over an automated (configured) power policy. This means:

- A host in system AR does not assume the power saved mode.
- A host in power saved mode will resume when it enters system AR mode even if it breaks **CYCLE_TIME**.

However, manual power operations will overrule system AR. This means:

- A host in system AR can be suspended using **badmin hpower**.

- A host in manual power saved mode (using **badmin hpower**) does not resume even when it enters system AR mode.

Integration with provisioning systems

The power parameters in **lsb.params** enable cluster administrators to specify the execution commands for changing the power state of hosts. The commands used for power control actions must return 0 if the power control action succeeds and 1 if the power control action fails.

LSF does not maintain any information from third-party provisioning tools, and does not store any credentials or passwords for these provisioning systems. For xCAT, the LSF master host and all master candidates must be configured as clients of the provisioning system, including the SSL credentials shared with the master node. This allows LSF to issue **rpower** provisioning requests directly.

LSF provides the following example power action scripts for xCAT:

- **POWER_SUSPEND_CMD = $LSF_SERVERDIR/../../util/eass3/rpower_suspend.sh**
- **POWER_RESUME_CMD = $LSF_SERVERDIR/../../util/eass3/rpower_resume.sh**
- **POWER_RESET_CMD = $LSF_SERVERDIR/../../util/eass3/rpower_reset.sh**

CPU frequency management

To enable CPU frequency management, set **LSF_MANAGE_FREQUENCY** in **lsf.conf.** By default, CPU frequency management is not enabled (**LSF_MANAGE_FREQUENCY=N**). If **LSF_MANAGE_FREQUENCY=N**, CPU frequency management is disabled, and **lim** will not load **elim.frequency**.

System requirements

The following Linux kernel modules must be installed on all nodes:

- msr
- ibmaem
- ipmi_si
- acpi_cpufreq

All compute nodes have the cpufreq-util package installed.

Note: The linux kernel module may already be statically linked to the kernel. This can be confirmed in the file `/boot/config-2.6.32-220.el6.x86_64` where "2.6.32-220" is the kernel number used.

When an OS is installed it may already contain the kernel module in the Linux kernel, so you cannot re-probe the module when the OS starts up. Check the following:

- msr: CONFIG_X86_MSR
- ibmaem: CONFIG_SENSORS_IBMAEM
- ipmi_si: CONFIG_IPMI_SI
- acpi_cpufreq: CONFIG_X86_ACPI_CPUFREQ

If the keyword equals "y", then the module is already statically linked. If there is an "m", it means you must perform a modprobe when the OS starts up.

Configuring CPU frequency management

Set **LSF_MANAGE_FREQUENCY** in **lsf.conf** to specify how CPU frequency is set for the job. **LSF_MANAGE_FREQUENCY** accetpts the following values:

HOST
Jobs require CPU frequency to be set for the entire host. Jobs that require the specified maximum CPU frequency must be submitted as exclusive jobs (bsub -x).

CORE
Jobs require CPU frequency to be set by CPU core. Jobs must be submitted with CPU affinity resource requirements.

Specifying CPU frequency management for jobs

Set **CPU_FREQUENCY** in **lsb.applications** or **lsb.queues** to specify required CPU frequency in an application profile or a queue. Specify a value for the required CPU frequency. If no unit is specified, the default unit is GHz. Use MHz to specify a CPU frequency in MHz. All jobs submitted to the application or the queue will request the specified frequency.

Use **bsub -freq** to submit a job with a required CPU frequency. You can specify frequency units as KHz, MHz or GHz. If no unit is specified, the default is GHz. For example, the following job requires a CPU frequency of 2.5 GHz. CPU frequency is managed by host, so the job is an exclusive job:

```
bsub –x –freq 2.5GHz myjob
```

The following job requires a CPU frequency of 2.5 GHz, but in this case, CPU frequency is managed by core, so the job is submitted with an affinity resource requirement:

```
bsub -R "affinity[core]" –freq 2.5GHz myjob
```

Job-level frequency specified with **bsub -freq** overrides the application-level frequency, and application-level frequency overrides queue-level specification.

Use **bmod -freq** to modify the CPU requirements for the job. Use **bmod -freqn** to remove job-level frequency requirements. You can only modify frequency for pending jobs. You cannot modify the CPU frequency of running jobs.

When LSF sets the specified maximum CPU frequency, it also sets the CPU governor “on demand”. The operating system will dynamically change the CPU frequency based on the minimum and maximum CPU frequency specified for the job.

Use bjobs use to display the specified maximum CPU frequency:

```
bjobs –l
Job <304>, User <user1>, Project <default>, Application <8proc>, Status <RUN>,
Queue <normal>, Specified CPU Frequency <2.5 GHz>, Combined CPU Frequency <2.5 GHz>,
Command <#!/bin/csh;#BSUB -q normal ;#BSUB  -app '8proc';rm -rf /tmp/user1; myjob>
```

The Combined CPU Frequency is the CPU frequency setting of the job (**bsub -freq**) combined with the queue and application configuration (**CPU_FREQUENCY**), if any. This value is set by **mbatchd** when the job starts.

Specifying CPU frequency management for jobs

CPU frequency management makes use of two new dynamic string resources you must define in **lsf.shared**:

```
availcpufreqs  String          3600      ()          N
currcpufreqs   String            15      ()          N
```

and in **lsf.cluster.<cluster_name>**:

```
availcpufreqs   [default]
currcpufreqs    [default]
```

availcpufreqs
Logical CPU available frequency updated by **elim.frequency** every 3600 seconds.

currcpufreqs
Current logical CPU frequency updated by **elim.frequency** every 15 seconds.

Submit a job with a target CPU frequency:

- By core – target CPU frequency is set to the specified frequency
- By host – all CPUs in the host are set to the specified frequency

Use **lshosts** to display CPU frequency for a host:

```
# lshosts –l hostA
...
AVAILABLE CPU FREQUENCY( GHz ):
2.7  2.6  2.5  2.4  2.3  2.2  2.1  2.0  1.9  1.8  1.7  1.6  1.5  1.4  1.3  1.2
CURRENT CPU FREQUENCY( GHz ):
Frequency                CPUs
1.5                            0, 2, 4-6
2.0                            1, 3, 7-8
```

The environment variable **LSB_SUB_FREQUENCY** is used by **esub** to set CPU frequency.

Job energy usage reporting

To enable job energy usage, set **LSF_COLLECT_ENERGY_USAGE=Y** in **lsf.conf**. By default, job energy usage reporting is not enabled (**LSF_COLLECT_ENERGY_USAGE=N**). If **LSF_COLLECT_ENERGY_USAGE=N**, job energy usage reporting is disabled.

Jobs that require job energy usage reporting must be submitted as exclusive jobs (**bsub -x**).

Use **bacct** to display job energy consumption:

```
bacct –l
...
JOB ENERGY CONSUMPTION:
20.5kWh
```

Note: Only **blaunch** jobs will collect all energy usage for all hosts. Parallel jobs will collect energy usage for just the first host.

Resource usage in job summary email

With EAS features enabled, using the **bsub -o output_file** command the output file for the Job Summary information will include the following information on resource usage:

```
Resource usage summary:
    CPU time :               0.11 sec.
    Max Memory :             1 MB
    Average Memory :         1.00 MB
    Total Requested Memory : -
    Delta Memory :           -
 (Delta Memory is the difference between Total Requested Memory and Max Memory.)
    Max Swap :               222 MB
    Max Processes :          3
    Max Threads :            4
    Job Energy Consumption : 0.000447 kWh

The output (if any) follows:
```

Automatic CPU frequency selection

Automatic CPU frequency selection allows an organization to balance performance with power savings.

LSF uses a formula to predict the power consumption and the elapsed time of the job running in a specific CPU frequency. The coefficients used in the formula vary depending on hardware configuration. Before any job is scheduled to run in a cluster, the coefficients need to be determined on every compute node in each frequency.

Running at a lower CPU frequency can save energy, but machine performance may suffer and the run time will be longer. Each job may have different resource requirements. The energy consumption may be very different between a CPU-bound job and an IO-bound job. LSF's automatic CPU frequency selection feature makes it easier to choose the best frequency at which to run your jobs to maximize energy savings and minimize run time.

Each compute node runs in the nominal CPU frequency by default. When the node is idle or after it has completed a job, the compute node will switch back to nominal frequency.

Prerequisites

- Only iDataplex is supported, on homogeneous nodes (same hardware, OS, CPU count, memory). Hyperthreading must be disabled on all nodes.
- No compute node may be in turbo-boost mode.
- The cpufrequtils package is installed on all compute nodes. (Use yum install or obtain an rpm package from your Linux distribution ISO.)
- unixODBC must be on the master/master candidate hosts.
- mysql-connector-odbc must be on the master/master candidate hosts.
- MySQL DB/xCat MySQL DB must be installed to save coefficient data and tag data.
- STREAM and NPB-NAS Parallel Benchmarks are required.

Configure MySQL database

Before you can begin, you must set up your MySQL database with the required information (that is, database name, port number, the user name to use and the password, and so forth.

- For xCat MySQL, open the file `/etc/xcat/cfgloc` and define:

  ```
  Mysql:dbname=<user_defined_database>;host=<mgmtnode>;port=<port>\userid\pw
  ```

- For unixODBC, open the file `/etc/unixODBC/odbc.ini` and define:

```
[user_defined_database]
Description = MySQL database
Driver      = MySQL
SERVER      =
USER        = root
PASSWORD    = root
PORT        = 3306
DATABASE    = user_defined_database
```

Note: If no xCat database is configured, LSF will use the DSN (Data Sources Name) "easdb" in `/etc/unixODBC/odbc.ini` as the default database for energy aware scheduling features.

Configuring automatic CPU frequency selection

There are three major configuration steps required to enable the automatic CPU frequency selection feature of LSF:

- Install benchmarking programs
- Calculate coefficients data
- Submit a job using an energy policy tag name

Installing and configuring benchmarking programs

You must install and run 7 benchmark programs (6 NPB and 1 STREAM) on all compute nodes that will calculate coefficients (or make them available in a location accessible by all compute nodes).

- NPB (NAS Parallel Benchmarks) (https://www.nas.nasa.gov/cgi-bin/software/start): Developed for performance evaluation of highly parallel supercomputers. Consists of five parallel kernels and three simulated application benchmarks.
- STREAM (http://www.cs.virginia.edu/stream/FTP/Code/): The industry standard benchmark for measuring sustained memory bandwidth.

Note: Run each benchmarking program as root.

Note: For better performance with STREAM, we recommend using icc to compile STREAM.

Important: After installing benchmarking programs, restart the LSF cluster.

The following steps will guide you through downloading and installing these benchmarking programs:

1. Download the **NPB-NAS** source code (Version: NPB 3.3) Parallel benchmarks (https://www.nas.nasa.gov/cgi-bin/software/start). The six benchmarks in NPB 3.3 are: **bt.C**, **cg.C**, **ep.D**, **lu.C**, **sp.C**, and **ua.C**.
2. Download the **STREAM** source code (http://www.cs.virginia.edu/stream/FTP/Code/).
3. Unpack the NPB3.3 benchmarks in the compute nodes and go to the NPB-OMP directory. For example:

   ```
   ~/benchmarks/NASA/NPB3.3/NPB3.3-OMP # ls -F
   BT/  CG/  DC/  EP/  FT/  IS/  LU/  MG/
   Makefile*  README*  README.install*
   SP/  UA/  bin/  common/  config/  sys/
   ```

4. Integrate the STREAM source code with the NASA-OMP source code:
   a. Create a directory called ST under the NPB3.3-OMP directory and copy the STREAM source code into that directory. For example:

```
~/benchmarks/NASA/NPB3.3/NPB3.3-OMP/ST # ls
HISTORY.txt  LICENSE.txt  Makefile  READ.ME  mysecond.c  stream.c
stream.c.5.10  stream.f
```

b. Modify the STREAM Makefile according to NPB3.3-OMP style. For example:

```
~/benchmarks/NASA/NPB3.3/NPB3.3-OMP/ST # cat Makefile
SHELL=/bin/sh
BENCHMARK=st
BENCHMARKU=ST
include ../config/make.def
OBJS = stream.o
include ../sys/make.common
${PROGRAM}: ${OBJS}
        ${CLINK} ${CLINKFLAGS} -o ${PROGRAM} ${OBJS} ${C_LIB}
stream.o:               stream.c
        ${CCOMPILE} stream.c
clean:        - rm -f *.o *~
        - rm -f core
        - if [ -d rii_files ]; then rm -r rii_files; fi
```

c. Modify the NPB3.3-OMP Makefile to add the STREAM benchmark. The following in an example of the NPB3.3-OMP Makefile:

```
~/benchmarks/NASA/NPB3.3/NPB3.3-OMP # cat MakefileSHELL=/bin/sh
CLASS=W
VERSION=
SFILE=config/suite.def
default: header
        @ sys/print_instructions
BT: btbt: header
        cd BT; $(MAKE) CLASS=$(CLASS) VERSION=$(VERSION)
ST: st
st: header
        cd ST; $(MAKE) CLASS=$(CLASS)
```

d. Generate the NPB3.3-OMP definition file from the suite.template and select the benchmarks to use for LSF energy. For example:

```
~/benchmarks/NASA/NPB3.3/NPB3.3-OMP/config # cp suite.def.template
suite.def
```

e. Change the suite.def file as follows:

```
~/benchmarks/NASA/NPB3.3/NPB3.3-OMP/config # cat suite.def
# config/suite.def
# This file is used to build several benchmarks with a single command.
# Typing "make suite" in the main directory will build all the benchmarks
# specified in this file.
# Each line of this file contains a benchmark name and the class.
# The name is one of "cg", "is", "dc", "ep", mg", "ft", "sp",
#  "bt", "lu", and "ua".
# The class is one of "S", "W", "A" through "E"
# (except that no classes C,D,E for DC and no class E for IS and UA).
# No blank lines.
# The following example builds sample sizes of all benchmarks.
sp      C
lu      C
bt      C
ep      D
cg      C
ua      C
st      U
```

Note: The last line st U is for the STREAM benchmark.

f. Generate make.def from the make.def.template and configure the compiler name.

Note: GCC and GFortran are required on each compute node to compile the benchmark data. Set the proper compiler name in the make.def file:

```
make.def:
...
CC = cc
F77 = gfortran
```

5. Compile the benchmarks: `~/benchmarks/NASA/NPB3.3/NPB3.3-OMP # make suite`
   The binaries are saved into the NPB3.3-OMP bin directory:

```
~/benchmarks/NASA/NPB3.3/NPB3.3-OMP # cd bin
~/benchmarks/NASA/NPB3.3/NPB3.3-OMP/bin # ls
bt.C  cg.C  ep.D  lu.C  sp.C  st.U  ua.C
```

Checking compute node performance

Before calculating coefficient data for each compute node it is necessary to check that the performance of each compute node in the cluster performs as predicted. This is done by running the STREAM benchmarking program.

Perform the following on all compute nodes in the cluster:

1. Set the compute nodes to run in a default frequency (The default CPU frequency can be set using the utility **initialize_eas -f**).
2. Run STREAM on each compute node 10 times.
3. Gather the performance value of the benchmark.

   The output of the STREAM benchmark is the triad value (the performance value).
4. Calculate the average performance value of each compute node and compare it with the reference value.

Note: A node should not be used for energy aware scheduling if the measured performance is more than 4% lower than the reference value.

Note: The reference value is 70GB/s.

If a problem node is found after running the STREAM benchmarking program, you can:

- Check that the firmware of the problem nodes is the same as other nodes.
- Check that the threading mode (like Turbo or HT) is functioning on the problem nodes.
- Check the current CPU frequency of the problem nodes.
- Check the memory configuration of the problem nodes.

After performing the recommended checks, rerun the STREAM benchmark.

Calculating coefficient data

LSF provides an initialization script (initialize_eas in $LSF_BINDIR) that calculates coefficients and must be run on all compute nodes.

The initialization utility:

- retrieves all supported CPU frequencies of each node and changes the CPU frequency when running the benchmark programs.
- collects the hardware counters of the 7 benchmark programs on all supported CPU frequencies.
- measures the power and elapsed time of the benchmarks.

- performs multiple liner regression analysis to determine the coefficients A, B, C, D, E and F.
- generates coefficient data and places it in the database (the table TLSF_EnergyCoEfficients).
- invokes other scripts for energy initialization (as performed by the system administrator).

initialize_eas:

Initialization script to generate coefficient data for automatic CPU frequency selection.

Synopsis

initialize_eas [-s {rsh | ssh | xdsh}] -n node_list_file | -a new_node_list_file [-f default_frequency] -c cluster_name -d benchmark_dir

initialize_eas [-s {rsh | ssh | xdsh}] -n node_list_file [-f default_frequency]

initialize_eas -l -c cluster_name

initialize_eas [-h | -V]

Description

The script (**initialize_eas**) can be run several times with different default CPU frequencies each time to generate several coefficient data groups before starting the LSF cluster. The default CPU frequency can be set using the utility **initialize_eas -f**.

Output data can be found in the following locations:

- `/etc/energy/failed_node_list`
- `/etc/energy/out.[hostname]`
- `/etc/energy/investigation/investigation.[hostname]`
- `/etc/energy/coefficients/out.[hostname]`

Note: The initialization utility must be configured by the system administrator; it requires super user authority.

Important: Run the script as root.

Important: Run the script on the master candidate node, which must be connected to a MySQL database.

Note: Before running the script, set up the remote execution command: rsh / ssh / xdsh

Usage

-h Provides extended help information.

-V Displays the name of the command, release number, and lowest level of the operating system to run this release.

-s

rsh | ssh | xdsh

Specifies which remote execution command will be used to run the energy initialization commands on the remote node. The default command is rsh.

-d

benchmark_dir

Specifies the location of the energy benchmarks.

-f

default_frequency

Specifies the default CPU frequency (GHz, MHz, or KHz). The default is GHz.

-n

node_list_file

Specifies the compute nodes that need to run the benchmarks. Each host should be on one line in the file.

-a

new_node_list_file

Specifies the new nodes that need to be added in the cluster. Each host should be on one line in the file.

-c

cluster_name

Specifies the cluster name used to generate coefficient data.

-l

load coefficient data into database.

Results

The result of initialize_eas is two new tables in the database, one for the coefficients and one for the energy policy tag:

```
CREATE TABLE IF NOT EXISTS TLSF_EnergyCoEfficients (
  frequency INTEGER NOT NULL,  default_frequency INTEGER NOT NULL,  cluster_name VARCHAR(40) BINARY
  factor_b DOUBLE NOT NULL,
  factor_c DOUBLE NOT NULL,
  factor_d DOUBLE NOT NULL,
  factor_e DOUBLE NOT NULL,
  factor_f DOUBLE NOT NULL,
  KEY (frequency, cluster_name,default_frequency),
) ENGINE = InnoDB;
CREATE TABLE IF NOT EXISTS TLSF_EnergyPolicyTag (
  energy_tag_name VARCHAR(256) BINARY NOT NULL,
  user_name VARCHAR(256)BINARY  NOT NULL,
  default_frequency INTEGER NOT NULL,
  frequency INTEGER NOT NULL,
  cluster_name VARCHAR(40) BINARY  NOT NULL,
  job_ id VARCHAR(1024) BINARY  NOT NULL,
  predict_power DOUBLE NOT NULL,
  energy_saving_pct DOUBLE NOT NULL,
  predict_elapse_time INTEGER NOT NULL,
  _degrad_pct DOUBLE NOT NULL,
 PRIMARY KEY (energy_tag_name, user_name, frequency, default_frequency, cluster_name),
) ENGINE = InnoDB;
```

Setting a default CPU frequency

Compute nodes run in the nominal frequency by default. When the node is idle or when it finishes running a job with an energy policy, the compute node switches back to the nominal frequency.

The parameter **LSF_DEFAULT_FREQUENCY** in lsf.conf allows you to set a default CPU frequency. Running a node at a lower CPU frequency by default will save energy.

The value of this parameter is in SI units (for example, GHz, MHz, KHz) and if no units are specified, it is considered GHz.

Note: **LSF_DEFAULT_FREQUENCY** will not be applied to master node or master candidate nodes.

If you are using the automatic CPU frequency selection feature and gathering benchmark data for use in generating an energy policy, the job should run under the default frequency. Any time the **LSF_DEFAULT_FREQUENCY** is modified, the coefficient data and energy policy tag must recalculate. Perform the following procedure if you change **LSF_DEFAULT_FREQUENCY**:

1. Stop the LSF cluster.
2. Run the initialize_eas script to generate new coefficient data for the new default CPU frequency.

   This script may be run several times with different default CPU frequencies to generate several groups of coefficient data.
3. Start the LSF cluster.
4. To make a new default CPU frequency take effect, restart all sbatchd. If there are no running jobs, sbatchd sets the host to the default CPU frequency when it starts.
5. Generate the energy policy tag under the new default CPU frequency.

You may also use the script initialize_eas (in $LSF_BINDIR) which contains a parameter for a default CPU frequency to set on a compute node or list of nodes. This script should run on all compute nodes when configuring LSF. For example:

```
initialize_eas –n <node_list_file> -f <default_frequency>
```

The current setting for LSF_DEFAULT_FREQUENCY can be shown using the badmin command. For example:

```
bash-3.2$ badmin showconf mbd

LSF_DEFAULT_FREQUENCY = 2.5GHz

bash-3.2$ badmin showconf sbd

LSF_DEFAULT_FREQUENCY = 2.5GHz
```

Creating an energy policy tag

An energy policy tag is created by submitting jobs. The job runs using the default CPU frequency. When the job is finished, LSF collects the following information and adds it to the energy policy tag:

- Energy usage
- Job run time

- GIPS (giga instructions per second) for each computing node.
- GBS (giga bytes per second) for each computing node.

Important: Jobs generating an energy policy tag require exclusive use of the host. Therefore, the command bsub –x must be used.

The energy policy tag name is specified using the esub command when a job is submitted for the first time. For example:

```
bsub –x -a "eas(tag1,create)" sleep 10
```

Based on the data collected from a job and the coefficient data (which is collected using Benchmarking applications) LSF generates an energy policy tag using a prediction method. Using this energy policy tag, you can create an energy policy, specifying what CPU frequency LSF should use for each job.

Two steps are involved in creating a job energy policy tag:

1. Generate energy policy tag - Run the job in the default CPU frequency. When the job is done, LSF provides the energy consumption for the default frequency and estimates the performance degradation for each supported frequency. An energy policy tag name is generated for the job. You may run the job more than once, using different default CPU frequencies to see a variety of results.
2. Automatically select CPU frequency – The same job is submitted again with the same energy policy tag name. LSF will choose the best suitable frequency for the job based on the energy policy tag, user specified energy policy and settings in the global performance threshold file.

To support energy policy tag generation and to enable the automatic select CPU frequency feature, the following parameters (in lsf.conf) must be defined:

- **LSF_MANAGE_FREQUENCY=HOST**
- **LSF_COLLECT_ENERGY_USAGE=Y**
- **LSF_DEFAULT_FREQUENCY**

For the automatic select CPU frequency feature, you must also define the lsb.threshold configuration file, using the energy tags.

Energy policy tag format

A job's energy policy tag identifies the energy data for a specific job. With the energy tag, LSF can decide which frequency should be used to run the job with minimal performance degradation.

The energy policy tag includes energy data such as energy usage and the run time in the default CPU frequency, the estimated energy consumption, the run time in other frequencies, and the percentage of performance degradation and power.

The energy policy tag is provided by the user in the esub parameter; its content is generated when running the job and will be used for automatically selecting a CPU frequency. The energy policy tag is saved into a MySQL database / xCat MySQL database.

It is important for each user to have their own energy policy tag for their job, since all job data may vary depending on the industry program, parameters, environment, and input data. Even the same job with the same input data from different users could get different results, depending on the parameters and environment.

The user who submits the job should keep the energy tag name unique for his or her jobs. In order to ensure the tag is unique for all the users, LSF will add the user name of the user to the tag name specified in the esub parameter.

The energy tag name format is **username.tagname**

where:

- **username** - the user name who generate the energy tag
- **tagname** - the identifier set by the user for the job in esub parameter

Valid characters for the **tagname** identifier include a ~ z, A ~ Z, 0 ~ 9 and "_" and the maximum length of the name is 256 bytes.

Generate an energy policy tag

LSF provides esub.eas to accept the energy policy tag and the energy policy parameters.

The energy policy should minimize_energy, minimize_time or create.

```
esub.eas [username.]tagname policy
```

- username: User generating the energy tag.
- tagname: Maximum length of the tag name is 256 bytes. Valid characters include upper and lower case letters (a-z, A-Z), numbers (0-9), and underscore (_).
- policy: Specify minimize_energy, minimize_time, or create

For example:

```
bsub –a "eas([userA.]long_running_job1, create)"
```

To generate a new tag, specify "create" as the second parameter. LSF will generate related data for this energy policy tag.

Note: Users can generate tags only for themselves.

The create tag job will run under the default CPU frequency and generate a tag. If there are several jobs with the same new energy tag name, the first done job will be used to generate the energy policy tag.

LSF generates the energy policy tag for a job to identify the job run time, power usage, estimated run time with other CPU frequencies and estimated performance degradation percentage.

LSF then uses a power usage and run time estimation formula to predict the job performance degradation when running with lower CPU frequencies. The power and run time predictions are based on the hardware counters LSF collected when the job ran with the default CPU frequency.

Important: Predictions require that the job run on homogenous nodes (same CPUs, same CORES, and the same amount of memory); otherwise the prediction value will be incorrect. Also, predictions can only be performed for application that make full use of the compute node - using all of the CPU power in that node and each CPU should be at about 100% CPU usage.

Note: LSF will only create the energy tag if the job runs successfully. For JOB_INCLUDE_POSTPROC=Y, the job should run post script success return JOB_STAT_PDONE. For JOB_INCLUDE_POSTPROC=N, the job should run success return JOB_STAT_DONE.

Note: When generating an energy policy tag, do not include pre/post execution commands with the job, or predictions may not be accurate.

Note: If a job has been in the UNKNOWN state, the runtime used for the tag may not be consistent with the job's actual RUNTIME, since the sbatchd connection with mbatchd was lost and the job was finished before sbatchd could report the job was finished to mbatchd.

Note: The minimum run time for a job to generate an energy policy tag is one (1) second since the prediction runtime unit is in seconds (any job lasting less than one second will not generate a tag). Therefore, tag generation is only suitable for long running jobs. You may not receive an accurate prediction for short running jobs (several seconds).

Enable automatic CPU frequency selection

To enable automatic CPU Frequency selection, there are three requirements, after completing the configuration:

1. A global (cluster-level) performance threshold configuration file (lsb.threshold) is required, to control the minimize energy or running time policy.
2. Three parameters must be set in lsf.conf: **LSF_MANAGE_FREQUENCY=HOST**, **LSF_COLLECT_ENERGY_USAGE=Y**, and **LSF_DEFAULT_FREQUENCY**
3. Coefficient data must be generated and saved in database.

The threshold file (lsb.threshold) is available at the location specified by the parameter PERFORMANCE_THRESHOLD_FILE in lsb.params. The default location is $LSF_ENVDIR/lsbatch/cluster_name/configdir/lsb.threshold.

There are two parts in the threshold file:

- minimize energy policy: The purpose of this policy is to save energy. With this policy, LSF will select a frequency that is equal to or less than the default CPU frequency and the time variation is equal to or less than the threshold value, which can save the most energy. The value should be a positive value (or 0). The default threshold value is 0.
- minimize time policy: The purpose of this policy is to improve performance. The value must be a negative value. This policy will allow the job to run in a frequency that is higher than the default frequency and is only available when the default frequency is less than the nominal frequency. LSF will only consider the frequency range that is higher than the default frequency. When a job runs with this policy, LSF checks the time variation from the nominal to the default frequency. The frequency is used for the job when the time variation is less than or equal to the corresponding threshold value (the absolute value of time variation is large than or equal to corresponding threshold's absolute value), otherwise, LSF checks the next frequency. The job will run in the default frequency when there is no frequency that matches the specified threshold value. You must specify at least one frequency value that is larger than the default CPU frequency and less than or equal to the maximum available frequency. The available frequency list is available at (/sys/devices/system/cpu/cpu*/cpufreq/scaling_available_frequencies. If it is not in the available frequency list, the frequency will be ignored. For other frequencies larger than the default CPU frequency, LSF will automatically calculate the value based on the difference of

these two values and (default frequency and defined frequency). LSF will calculate the increase between each frequency and use that to get all frequencies that are larger than the default CPU frequency.

The lsb.threshold file may appear as follows:

```
# Copyright International Business Machines Corp,1993-2006, 2013
#....
# Minimize energy policy
#.....
Begin Min_Energy
THRESHOLD_RUNTIME_VAR = 10
End  Min_Energy
#
# Minimize run time policy
#...
Begin Min_Time
CPU_FREQ       RUNTIME_VAR
2100000KHz     -2
2200000KHz     -4
2300000KHz     -9
2400000KHz     -12
2500000KHz     -15
2700000KHz     -20
End Min_Time
```

The following rules must be followed when defining the lsb.threshold file:

- Example definitions are commented with a pound sign (#) in the sample lsb.threshold file. Remove the # to enter your own values for the example definitions. If no lines are uncommented, default values will be used for all definitions.

Enable automatic CPU frequency selection

Chapter 8. Job Execution and Interactive Jobs

Runtime Resource Usage Limits

About resource usage limits

Resource usage limits control how much resource can be consumed by running jobs. Jobs that use more than the specified amount of a resource are signalled or have their priority lowered.

Limits can be specified by the LSF administrator:

- At the queue level in `lsb.queues`
- In an application profile in `lsb.applications`
- At the job level when you submit a job

For example, by defining a high-priority short queue, you can allow short jobs to be scheduled earlier than long jobs. To prevent some users from submitting long jobs to this short queue, you can set CPU limit for the queue so that no jobs submitted from the queue can run for longer than that limit.

Limits specified at the queue level are *hard* limits, while those specified with job submission or in an application profile are *soft* limits. The hard limit acts as a ceiling for the soft limit. See `setrlimit(2)` man page for concepts of hard and soft limits.

Note:

This chapter describes queue-level and job-level resource usage limits. Priority of limits is different if limits are also configured in an application profile.

Resource usage limits and resource allocation limits

Resource usage limits are not the same as *resource allocation limits*, which are enforced during job scheduling and before jobs are dispatched. You set resource allocation limits to restrict the amount of a given resource that must be available during job scheduling for different classes of jobs to start, and to which resource consumers the limits apply.

Resource usage limits and resource reservation limits

Resource usage limits are not the same as queue-based *resource reservation limits*, which are enforced during job submission. The parameter **RESRSV_LIMIT** (in `lsb.queues`) specifies allowed ranges of resource values, and jobs submitted with resource requests outside of this range are rejected.

Summary of resource usage limits

Limit	Job syntax (bsub)	Syntax (lsb.queues and lsb.applications)	Format/Default Units
Core file size limit	-C *core_limit*	CORELIMIT=*limit*	*integer* KB

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Limit	Job syntax (bsub)	Syntax (lsb.queues and lsb.applications)	Format/Default Units
CPU time limit	-c *cpu_limit*	CPULIMIT=[*default*] *maximum*	[*hours*:]*minutes*[/*host_name* | /*host_model*]
Data segment size limit	-D *data_limit*	DATALIMIT=[*default*] *maximum*	*integer* KB
File size limit	-F *file_limit*	FILELIMIT=*limit*	*integer* KB
Memory limit	-M *mem_limit*	MEMLIMIT=[*default*] *maximum*	*integer* KB
Process limit	-p *process_limit*	PROCESSLIMIT=[*default*] *maximum*	*integer*
Run time limit	-W *run_limit*	RUNLIMIT=[default] maximum	[*hours*:]*minutes*[/*host_name* | /*host_model*]
Stack segment size limit	-S *stack_limit*	STACKLIMIT=*limit*	*integer* KB
Virtual memory limit	-v *swap_limit*	SWAPLIMIT=*limit*	*integer* KB
Thread limit	-T *thread_limit*	THREADLIMIT=[*default*] *maximum*	*integer*

Priority of resource usage limits

If no limit is specified at job submission, then the following apply to all jobs submitted to the queue:

If ...	Then ...
Both default and maximum limits are defined	The default is enforced
Only a maximum is defined	The maximum is enforced
No limit is specified in the queue or at job submission	No limits are enforced

Incorrect resource usage limits

Incorrect limits are ignored, and a warning message is displayed when the cluster is reconfigured or restarted. A warning message is also logged to the `mbatchd` log file when LSF is started.

If no limit is specified at job submission, then the following apply to all jobs submitted to the queue:

If ...	Then ...
The default limit is not correct	The default is ignored and the maximum limit is enforced
Both default and maximum limits are specified, and the maximum is not correct	The maximum is ignored and the resource has no maximum limit, only a default limit

If ...	Then ...
Both default and maximum limits are not correct	The default and maximum are ignored and no limit is enforced

Resource usage limits specified at job submission must be less than the maximum specified in `lsb.queues`. The job submission is rejected if the user-specified limit is greater than the queue-level maximum, and the following message is issued:

```
Cannot exceed queue's hard limit(s). Job not submitted.
```

Enforce limits on chunk jobs

By default, resource usage limits are not enforced for chunk jobs because chunk jobs are typically too short to allow LSF to collect resource usage.

To enforce resource limits for chunk jobs, define LSB_CHUNK_RUSAGE=Y in `lsf.conf`. Limits may not be enforced for chunk jobs that take less than a minute to run.

Scaling the units for resource usage limits

The default unit for the following resource usage limits is KB:

- Core limit (**-C** and CORELIMIT)
- Memory limit (**-M** and MEMLIMIT)
- Stack limit (**-S** and STACKLIMIT)
- Swap limit (**-v** and SWAPLIMIT)

This default may be too small for some environments that make use of very large resource usage limits, for example, GB or TB.

LSF_UNIT_FOR_LIMITS in `lsf.conf` specifies larger units for the resource usage limits with default unit of MB.

The unit for the resource usage limit can be one of:

- KB (kilobytes)
- MB (megabytes)
- GB (gigabytes)
- TB (terabytes)
- PB (petabytes)
- EB (exabytes)

LSF_UNIT_FOR_LIMITS applies cluster-wide to limits at the job-level (**bsub**), queue-level (`lsb.queues`), and application level (`lsb.applications`).

The limit unit specified by LSF_UNIT_FOR_LIMITS also applies to limits modified with **bmod**, and the display of resource usage limits in query commands (**bacct**, **bapp**, **bhist**, **bhosts**, **bjobs**, **bqueues**, **lsload**, and **lshosts**).

Important:

Before changing the units of your resource usage limits, you should completely drain the cluster of all workload. There should be no running, pending, or finished jobs in the system.

In a MultiCluster environment, you should configure the same unit for all clusters.

After changing LSF_UNIT_FOR_LIMITS, you must restart your cluster.

How limit unit changes affect jobs

When LSF_UNIT_FOR_LIMITS is specified, the defined unit is used for the following commands. In command output, the larger unit appears as T, G, P, or E, depending on the job rusage and the unit defined.

Command	Option/Output	Default unit
bsub/bmod	-C (core limit)	KB
	-M (memory limit)	KB
	-S (stack limit)	KB
	-v (swap limit)	KB
bjobs	rusage CORELIMIT, MEMLIMIT, STACKLIMIT, SWAPLIMIT	KB (may show MB depending on job rusage)
bqueues	CORELIMIT, MEMLIMIT, STACKLIMIT, SWAPLIMIT	KB (may show MB depending on job rusage)
	loadSched, loadStop	MB
bacct	Summary rusage	KB (may show MB depending on job rusage)
bapp	CORELIMIT, MEMLIMIT, STACKLIMIT, SWAPLIMIT	KB
bhist	History of limit change by bmod	KB
	MEM, SWAP	KB (may show MB depending on job rusage)
bhosts	loadSched, loadStop	MB
lsload	mem, swp	KB (may show MB depending on job rusage)
lshosts	maxmem, maxswp	KB (may show MB depending on job rusage)

Example

A job is submitted with **bsub -M 100** and LSF_UNIT_FOR_LIMITS=MB; the memory limit for the job is 100 MB rather than the default 100 KB.

Specify resource usage limits

Queues can enforce resource usage limits on running jobs. LSF supports most of the limits that the underlying operating system supports. In addition, LSF also supports a few limits that the underlying operating system does not support.

Specify queue-level resource usage limits using parameters in `lsb.queues`.

Specify queue-level resource usage limits

Limits configured in `lsb.queues` apply to all jobs submitted to the queue. Job-level resource usage limits specified at job submission override the queue definitions.

Specify only a maximum value for the resource.
For example, to specify a maximum run limit, use one value for the RUNLIMIT parameter in `lsb.queues`:

```
RUNLIMIT = 10
```

The maximum run limit for the queue is 10 minutes. Jobs cannot run for more than 10 minutes. Jobs in the RUN state for longer than 10 minutes are killed by LSF.
If only one run limit is specified, jobs that are submitted with **bsub -W** with a run limit that exceeds the maximum run limit is not allowed to run. Jobs submitted without **bsub -W** are allowed to run but are killed when they are in the RUN state for longer than the specified maximum run limit.
For example, in **lsb.queues**:

```
RUNLIMIT = 10
```

Default and maximum values:

If you specify two limits, the first one is the default limit for jobs in the queue and the second one is the maximum (hard) limit. Both the default and the maximum limits must be positive integers. The default limit must be less than the maximum limit. The default limit is ignored if it is greater than the maximum limit.

Use the default limit to avoid having to specify resource usage limits in the **bsub** command.

For example, to specify a default and a maximum run limit, use two values for the RUNLIMIT parameter in `lsb.queues`:

```
RUNLIMIT = 10 15
```

- The first number is the default run limit applied to all jobs in the queue that are submitted without a job-specific run limit (without **bsub -W**).
- The second number is the maximum run limit applied to all jobs in the queue that are submitted with a job-specific run limit (with **bsub -W**). The default run limit must be less than the maximum run limit.

You can specify both default and maximum values for the following resource usage limits in `lsb.queues`:

- CPULIMIT
- DATALIMIT
- MEMLIMIT
- PROCESSLIMIT
- RUNLIMIT
- THREADLIMIT

Host specification with two limits:

If default and maximum limits are specified for CPU time limits or run time limits, only one host specification is permitted. For example, the following CPU limits are correct (and have an identical effect):

```
CPULIMIT = 400/hostA 600
CPULIMIT = 400 600/hostA
```

The following CPU limit is not correct:

```
CPULIMIT = 400/hostA 600/hostB
```

The following run limits are correct (and have an identical effect):

```
RUNLIMIT = 10/hostA 15
RUNLIMIT = 10 15/hostA
```

The following run limit is not correct:

```
RUNLIMIT = 10/hostA 15/hostB
```

Default run limits for backfill scheduling

Default run limits are used for backfill scheduling of parallel jobs.

For example, in `lsb.queues`, you enter: `RUNLIMIT = 10 15`

- The first number is the default run limit applied to all jobs in the queue that are submitted without a job-specific run limit (without **bsub -W**).
- The second number is the maximum run limit applied to all jobs in the queue that are submitted with a job-specific run limit (with **bsub -W)**. The default run limit cannot exceed the maximum run limit.

Automatically assigning a default run limit to all jobs in the queue means that backfill scheduling works efficiently.

If you submit a job to the queue with the `-W` option, (`bsub-W 12 myjob`) the maximum run limit is used. The job `myjob` is allowed to run on the queue because the specified run limit (12) is less than the maximum run limit for the queue (15).

However, if the specified run limit is greater than the run limit for the queue (15) (for example, `bsub-W 20 myjob`), then the job will be rejected from the queue.

Specify job-level resource usage limits

To specify resource usage limits at the job level, use one of the following **bsub** options:

- `-C` *core_limit*
- `-c` *cpu_limit*
- `-D` *data_limit*
- `-F` *file_limit*
- `-M` *mem_limit*
- `-p` *process_limit*
- `-W` *run_limit*
- `-S` *stack_limit*
- `-T` *thread_limit*
- `-v` *swap_limit*

Job-level resource usage limits specified at job submission override the queue definitions.

Supported resource usage limits and syntax

Core file size limit

Job syntax (bsub)	Queue syntax (lsb.queues)	Format/Default Units
`-C` *core_limit*	CORELIMIT=*limit*	*integer* KB

Sets a per-process (soft) core file size limit for each process that belongs to this batch job.

By default, the limit is specified in KB. Use **LSF_UNIT_FOR_LIMITS** in `lsf.conf` to specify a larger unit for the limit (MB, GB, TB, PB, or EB).

On some systems, no core file is produced if the image for the process is larger than the core limit. On other systems only the first *core_limit* KB of the image are dumped. The default is no soft limit.

CPU time limit

Job syntax (bsub)	Queue syntax (lsb.queues)	Format/Default Units
`-c` *cpu_limit*	CPULIMIT=[*default*] *maximum*	[*hours*:]*minutes*[*/host_name* | */host_model*]

Sets the soft CPU time limit to *cpu_limit* for this batch job. The default is no limit. This option is useful for avoiding runaway jobs that use up too many resources. LSF keeps track of the CPU time used by all processes of the job.

When the job accumulates the specified amount of CPU time, a SIGXCPU signal is sent to all processes belonging to the job. If the job has no signal handler for SIGXCPU, the job is killed immediately. If the SIGXCPU signal is handled, blocked, or ignored by the application, then after the grace period expires, LSF sends SIGINT, SIGTERM, and SIGKILL to the job to kill it.

You can define whether the CPU limit is a per-process limit enforced by the OS or a per-job limit enforced by LSF with **LSB_JOB_CPULIMIT** in `lsf.conf`.

Jobs submitted to a chunk job queue are not chunked if the CPU limit is greater than 30 minutes.

cpu_limit is in the form [*hour*:]*minute*, where *minute* can be greater than 59. 3.5 hours can either be specified as 3:30 or 210.

Normalized CPU time:
The CPU time limit is *normalized* according to the CPU factor of the submission host and execution host. The CPU limit is scaled so that the job does approximately the same amount of processing for a given CPU limit, even if it is sent to a host with a faster or slower CPU.

For example, if a job is submitted from a host with a CPU factor of 2 and executed on a host with a CPU factor of 3, the CPU time limit is multiplied by 2/3 because the execution host can do the same amount of work as the submission host in 2/3 of the time.

If the optional host name or host model is not given, the CPU limit is scaled based on the **DEFAULT_HOST_SPEC** value specified in the `lsb.params` file. (If **DEFAULT_HOST_SPEC** is not defined, the fastest batch host in the cluster is used as the default.) If host or host model is given, its CPU scaling factor is used to adjust the actual CPU time limit at the execution host.

The following example specifies that `myjob` can run for 10 minutes on a DEC3000 host, or the corresponding time on any other host:

```
bsub -c 10/DEC3000 myjob
```

Data segment size limit

Job syntax (bsub)	Queue syntax (lsb.queues)	Format/Default Units
`-D` *data_limit*	DATALIMIT=[*default*] *maximum*	*integer* KB

Sets a per-process (soft) data segment size limit in KB for each process that belongs to this batch job (see **getrlimit**(2)).

This option affects calls to `sbrk()` and `brk()` . An `sbrk()` or `malloc()` call to extend the data segment beyond the data limit returns an error.

Note:

Linux does not use `sbrk()` and `brk()` within its `calloc()` and `malloc()`. Instead, it uses (`mmap()`) to create memory. DATALIMIT cannot be enforced on Linux applications that call `sbrk()` and `malloc()`.

On AIX, if the XPG_SUS_ENV=ON environment variable is set in the user's environment before the process is executed and a process attempts to set the limit lower than current usage, the operation fails with errno set to EINVAL. If the XPG_SUS_ENV environment variable is not set, the operation fails with errno set to EFAULT.

The default is no soft limit.

File size limit

Job syntax (bsub)	Queue syntax (lsb.queues)	Format/Default Units
`-F` *file_limit*	FILELIMIT=*limit*	*integer* KB

Sets a per-process (soft) file size limit in KB for each process that belongs to this batch job. If a process of this job attempts to write to a file such that the file size would increase beyond the file limit, the kernel sends that process a SIGXFSZ signal. This condition normally terminates the process, but may be caught. The default is no soft limit.

Memory limit

Job syntax (bsub)	Queue syntax (lsb.queues)	Format/Default Units
`-M` *mem_limit*	MEMLIMIT=[*default*] *maximum*	*integer* KB

Sets a per-process physical memory limit for all of the processes belonging to a job

By default, the limit is specified in KB. Use **LSF_UNIT_FOR_LIMITS** in `lsf.conf` to specify a larger unit for the limit (MB, GB, TB, PB, or EB).

If **LSB_MEMLIMIT_ENFORCE=Y** or **LSB_JOB_MEMLIMIT=Y** are set in `lsf.conf`, LSF kills the job when it exceeds the memory limit. Otherwise, LSF passes the memory limit to the operating system. Some operating systems apply the memory limit to each process, and some do not enforce the memory limit at all.

LSF memory limit enforcement:
To enable LSF memory limit enforcement, set **LSB_MEMLIMIT_ENFORCE** in `lsf.conf` to `y`. LSF memory limit enforcement explicitly sends a signal to kill a running process once it has allocated memory past *mem_limit*.

You can also enable LSF memory limit enforcement by setting **LSB_JOB_MEMLIMIT** in `lsf.conf` to `y`. The difference between **LSB_JOB_MEMLIMIT** set to `y` and **LSB_MEMLIMIT_ENFORCE** set to `y` is that with **LSB_JOB_MEMLIMIT**, only the per-job memory limit enforced by LSF is enabled. The per-process memory limit enforced by the OS is disabled. With **LSB_MEMLIMIT_ENFORCE** set to `y`, both the per-job memory limit enforced by LSF and the per-process memory limit enforced by the OS are enabled.

LSB_JOB_MEMLIMIT disables per-process memory limit enforced by the OS and enables per-job memory limit enforced by LSF. When the total memory allocated to all processes in the job exceeds the memory limit, LSF sends the following signals to kill the job: SIGINT first, then SIGTERM, then SIGKILL.

On UNIX, the time interval between SIGINT, SIGKILL, SIGTERM can be configured with the parameter **JOB_TERMINATE_INTERVAL** in `lsb.params`.

Smart memory limit enforcement:
The parameter **LSB_MEMLIMIT_ENF_CONTROL** in `lsf.conf` further refines the behavior of enforcing a job memory limit. In the case that one or more jobs reach a specified memory limit (that is, both the host memory and swap utilization has reached a configurable threshold) at execution time, the worst offending job will be killed. A job is selected as the worst offending job on that host if it has the most overuse of memory (actual memory rusage minus memory limit of the job).

You also have the choice of killing all jobs exceeding the thresholds (not just the worst).

OS memory limit enforcement:
OS enforcement usually allows the process to eventually run to completion. LSF passes *mem_limit* to the OS, which uses it as a guide for the system scheduler and memory allocator. The system may allocate more memory to a process if there is a surplus. When memory is low, the system takes memory from and lowers the scheduling priority (re-nice) of a process that has exceeded its declared *mem_limit*.

OS memory limit enforcement is only available on systems that support RLIMIT_RSS for `setrlimit()`.

The following operating systems do not support the memory limit at the OS level:

- Microsoft Windows
- Sun Solaris 2.x

Process limit

Job syntax (bsub)	Queue syntax (lsb.queues)	Format/Default Units
`-p` *process_limit*	PROCESSLIMIT=[*default*] *maximum*	*integer*

Sets the limit of the number of processes to *process_limit* for the whole job. The default is no limit. Exceeding the limit causes the job to terminate.

Limits the number of concurrent processes that can be part of a job.

If a default process limit is specified, jobs submitted to the queue without a job-level process limit are killed when the default process limit is reached.

If you specify only one limit, it is the maximum, or hard, process limit. If you specify two limits, the first one is the default, or soft, process limit, and the second one is the maximum process limit.

Run time limit

Job syntax (bsub)	Queue syntax (lsb.queues)	Format/Default Units
`-W` *run_limit*	RUNLIMIT=[default] maximum	[*hours*:]*minutes*[*/host_name* | */host_model*]

A run time limit is the maximum amount of time a job can run before it is terminated. It sets the run time limit of a job. The default is no limit. If the accumulated time the job has spent in the RUN state exceeds this limit, the job is sent a USR2 signal. If the job does not terminate within 10 minutes after being sent this signal, it is killed.

With deadline constraint scheduling configured, a run limit also specifies the amount of time a job is expected to take, and the minimum amount of time that must be available before a job can be started.

Jobs submitted to a chunk job queue are not chunked if the run limit is greater than 30 minutes.

run_limit is in the form [*hour*:]*minute*, where *minute* can be greater than 59. 3.5 hours can either be specified as 3:30 or 210.

Normalized run time:
The run time limit is *normalized* according to the CPU factor of the submission host and execution host. The run limit is scaled so that the job has approximately the same run time for a given run limit, even if it is sent to a host with a faster or slower CPU.

For example, if a job is submitted from a host with a CPU factor of 2 and executed on a host with a CPU factor of 3, the run limit is multiplied by 2/3 because the execution host can do the same amount of work as the submission host in 2/3 of the time.

If the optional host name or host model is not given, the run limit is scaled based on the **DEFAULT_HOST_SPEC** specified in the `lsb.params` file. (If **DEFAULT_HOST_SPEC** is

not defined, the fastest batch host in the cluster is used as the default.) If host or host model is given, its CPU scaling factor is used to adjust the actual run limit at the execution host.

The following example specifies that `myjob` can run for 10 minutes on a DEC3000 host, or the corresponding time on any other host:

```
bsub -W 10/DEC3000 myjob
```

If **ABS_RUNLIMIT=Y** is defined in `lsb.params`, the run time limit is *not* normalized by the host CPU factor. Absolute wall-clock run time is used for all jobs submitted with a run limit.

MultiCluster:
For MultiCluster jobs, if no other CPU time normalization host is defined and information about the submission host is not available, LSF uses the host with the largest CPU factor (the fastest host in the cluster). The **ABS_RUNLIMIT** parameter in `lsb.params` is not supported in either MultiCluster model; run time limit is normalized by the CPU factor of the execution host.

Thread limit

Job syntax (bsub)	Queue syntax (lsb.queues)	Format/Default Units
`-T` *thread_limit*	THREADLIMIT=[*default*] *maximum*	*integer*

Sets the limit of the number of concurrent threads to *thread_limit* for the whole job. The default is no limit.

Exceeding the limit causes the job to terminate. The system sends the following signals in sequence to all processes belongs to the job: SIGINT, SIGTERM, and SIGKILL.

If a default thread limit is specified, jobs submitted to the queue without a job-level thread limit are killed when the default thread limit is reached.

If you specify only one limit, it is the maximum, or hard, thread limit. If you specify two limits, the first one is the default, or soft, thread limit, and the second one is the maximum thread limit.

Stack segment size limit

Job syntax (bsub)	Queue syntax (lsb.queues)	Format/Default Units
`-S` *stack_limit*	STACKLIMIT=*limit*	*integer* KB

Sets a per-process (hard) stack segment size limit for all of the processes belonging to a job. Application-level and job-level stack segment size limits overwrite this value as the soft limit, but cannot exceed the hard limit set in `lsb.queues`.

By default, the limit is specified in KB. Use **LSF_UNIT_FOR_LIMITS** in `lsf.conf` to specify a larger unit for the limit (MB, GB, TB, PB, or EB).

An `sbrk()` call to extend the stack segment beyond the stack limit causes the process to be terminated. The default is no limit.

Virtual memory (swap) limit

Job syntax (bsub)	Queue syntax (lsb.queues)	Format/Default Units
`-v` *swap_limit*	SWAPLIMIT=*limit*	*integer* KB

Sets a total process virtual memory limit for the whole job. The default is no limit. Exceeding the limit causes the job to terminate.

By default, the limit is specified in KB. Use **LSF_UNIT_FOR_LIMITS** in `lsf.conf` to specify a larger unit for the limit (MB, GB, TB, PB, or EB).

This limit applies to the whole job, no matter how many processes the job may contain.

Examples

Queue-level limits

```
CPULIMIT = 20/hostA 15
```

The first number is the default CPU limit. The second number is the maximum CPU limit.

However, the default CPU limit is ignored because it is a higher value than the maximum CPU limit.

```
CPULIMIT = 10/hostA
```

In this example, the lack of a second number specifies that there is no default CPU limit. The specified number is considered as the default and maximum CPU limit.

```
RUNLIMIT = 10/hostA 15
```

The first number is the default run limit. The second number is the maximum run limit.

The first number specifies that the default run limit is to be used for jobs that are submitted without a specified run limit (without the **-W** option of **bsub**).

```
RUNLIMIT = 10/hostA
```

No default run limit is specified. The specified number is considered as the default and maximum run limit.

```
THREADLIMIT=6
```

No default thread limit is specified. The value 6 is the default and maximum thread limit.

```
THREADLIMIT=6 8
```

The first value (6) is the default thread limit. The second value (8) is the maximum thread limit.

Job-level limits

```
bsub -M 5000 myjob
```

Submits `myjob` with a memory limit of 5000 KB.

```
bsub -W 14 myjob
```

`myjob` is expected to run for 14 minutes. If the run limit specified with **bsub -W** exceeds the value for the queue, the job is rejected.

```
bsub -T 4 myjob
```

Submits `myjob` with a maximum number of concurrent threads of 4.

CPU time and run time normalization

To set the CPU time limit and run time limit for jobs in a platform-independent way, LSF scales the limits by the CPU factor of the hosts involved. When a job is dispatched to a host for execution, the limits are then normalized according to the CPU factor of the execution host.

Whenever a normalized CPU time or run time is given, the actual time on the execution host is the specified time multiplied by the CPU factor of the normalization host then divided by the CPU factor of the execution host.

If ABS_RUNLIMIT=Y is defined in `lsb.params` or in `lsb.applications` for the application associated with your job, the run time limit and run time estimate are not normalized by the host CPU factor. Absolute wall-clock run time is used for all jobs submitted with a run time limit or a run time estimate.

Normalization host

If no host or host model is given with the CPU time or run time, LSF uses the default CPU time normalization host defined at the queue level (DEFAULT_HOST_SPEC in `lsb.queues`) if it has been configured, otherwise uses the default CPU time normalization host defined at the cluster level (DEFAULT_HOST_SPEC in `lsb.params`) if it has been configured, otherwise uses the submission host.

Example

```
CPULIMIT=10/hostA
```

If `hostA` has a CPU factor of 2, and `hostB` has a CPU factor of 1 (`hostB` is slower than `hostA`), this specifies an actual time limit of 10 minutes on `hostA`, or on any other host that has a CPU factor of 2. However, if `hostB` is the execution host, the actual time limit on `hostB` is 20 minutes (10 * 2 / 1).

Normalization hosts for default CPU and run time limits

The first valid CPU factor encountered is used for both CPU limit and run time limit. To be valid, a host specification must be a valid host name that is a member of the LSF cluster. The CPU factor is used even if the specified limit is not valid.

If the CPU and run limit have different host specifications, the CPU limit host specification is enforced.

If no host or host model is given with the CPU or run time limits, LSF determines the default normalization host according to the following priority:

1. DEFAULT_HOST_SPEC is configured in `lsb.queues`
2. DEFAULT_HOST_SPEC is configured in `lsb.params`
3. If DEFAULT_HOST_SPEC is not configured in `lsb.queues` or `lsb.params`, host with the largest CPU factor is used.

CPU time display (bacct, bhist, bqueues)

Normalized CPU time is displayed in the output of **bqueues**. CPU time is *not* normalized in the output if **bacct** and **bhist**.

Memory enforcement based on Linux cgroup memory subsystem

LSF can impose strict host-level memory and swap limits on systems that support Linux cgroups. These limits cannot be exceeded. All LSF job processes are controlled by the Linux cgroup system. If job processes on a host use more memory than the defined limit, the job is immediately killed by the Linux cgroup memory subsystem. Memory is enforced on a per job and per host basis, not per task. If the host OS is Red Hat Enterprise Linux 6.3 or above, cgroup memory limits are enforced, and LSF is notified to terminate the job. More notification is provided to users through specific termination reasons that are displayed by **bhist –l**.

Memory enforcement for Linux cgroups is supported on Red Hat Enterprise Linux (RHEL) 6.2 or above and SuSe Linux Enterprise Linux 11 SP2 or above.

LSF enforces memory limits for jobs by periodically collecting job memory usage and comparing it with memory limits set by users. If a job exceeds the memory limit, the job is terminated. However, if a job uses a large amount of memory before the next memory enforcement check by LSF, it is possible for the job to exceed its memory limit before it is killed.

To enable memory enforcement through the Linux cgroup memory subsystem, configure **LSB_RESOURCE_ENFORCE="memory"** in `lsf.conf`.

If you are enabling memory enforcement through the Linux cgroup memory subsystem after upgrading an existing LSF cluster, make sure that the following parameters are set in `lsf.conf`:

- LSF_PROCESS_TRACKING=Y
- LSF_LINUX_CGROUP_ACCT=Y

Setting **LSB_RESOURCE_ENFORCE="memory"** automatically turns on cgroup accounting (**LSF_LINUX_CGROUP_ACCT=Y**) to provide more accurate memory and swap consumption data for memory and swap enforcement checking. Setting **LSF_PROCESS_TRACKING=Y** enables LSF to kill jobs cleanly after memory and swap limits are exceeded.

Note: If **LSB_RESOURCE_ENFORCE="memory"** is configured, all existing LSF memory limit related parameters such as **LSF_HPC_EXTENSIONS="TASK_MEMLIMIT"**, **LSF_HPC_EXTENSIONS="TASK_SWAPLIMIT"**, **"LSB_JOB_MEMLIMIT"**, and **"LSB_MEMLIMIT_ENFORCE"** are ignored.

For example, submit a parallel job with 3 tasks and a memory limit of 100 MB, with `span[ptile=2]` so that 2 tasks can run on one host and 1 task can run on another host:

```
bsub -n 3 -M 100 –R "span[ptile=2]" blaunch ./mem_eater
```

The application `mem_eater` keeps increasing the memory usage.

LSF kills the job at any point in time that it consumes more than 200 MB total memory on `hosta` or more than 100 MB total memory on `hostb`. For example, if at any time 2 tasks run on `hosta` and 1 task runs on `hostb`, the job is killed only if total memory consumed by the 2 tasks on `hosta` exceeds 200 MB on `hosta` or 100 MB in `hostb`.

LSF does not support per task memory enforcement for cgroups. For example, if one of the tasks on `hosta` consumes 150 MB memory and the other task consumes only 10 MB, the job is not killed because, at that point in time, the total memory that is consumed by the job on `hosta` is only 160 MB.

Memory enforcement does not apply to accumulated memory usage. For example, two tasks consume a maximum 250 MB on `hosta` in total. The maximum memory rusage of task1 on `hosta` is 150 MB and the maximum memory rusage of task2 on `hosta` is 100 MB, but this never happens at the same time, so at any given time, the two tasks consumes less than 200M and this job is not killed. The job would be killed only if at a specific point in time, the two tasks consume more than 200M on `hosta`.

Note: The cgroup memory subsystem does not separate enforcement of memory usage and swap usage. If a swap limit is specified, limit enforcement differs from previous LSF behavior.

For example, for the following job submission:

```
bsub -M 100  -v 50 ./mem_eater
```

After the application uses more than 100 MB of memory, the cgroup will start to use swap for the job process. The job is not killed until the application reaches 150 MB memory usage (100 MB memory + 50 MB swap).

The following job specifies only a swap limit:

```
bsub -v 50 ./mem_eater
```

Because no memory limit is specified, LSF considers the memory limit to be same as a swap limit. The job is killed when it reaches 50 MB combined memory and swap usage.

Limitations and known issues:

- For parallel jobs, cgroup limits are only enforced for jobs that are launched through the LSF blaunch framework. Parallel jobs that are launched through LSF PAM/Taskstarter are not supported.
- On RHEL 6.2, LSF cannot receive notification from the cgroup that memory and swap limits are exceeded. When job memory and swap limits are exceeded, LSF cannot guarantee that the job is killed. On RHEL 6.3, LSF does receive notification and kills the job.
- On RHEL 6.2, a multithreaded application becomes a zombie process if the application is killed by cgroup due to memory enforcement. As a result, LSF cannot wait for the user application exited status and LSF processes are hung. LSF recognizes the job does not exit and the job always runs.

Host-based memory and swap limit enforcement by Linux cgroup

When **LSB_RESOURCE_ENFORCE="memory"** is configured in `lsf.conf`, memory and swap limits are calculated and enforced as a multiple of the number of tasks running on the execution host when memory and swap limits are specified for the job (at the job-level with `-M` and `-v`, or in `lsb.queues` or `lsb.applications` with MEMLIMIT and SWAPLIMIT).

The `bsub -hl` option enables job-level host-based memory and swap limit enforcement regardless of the number of tasks running on the execution host. **LSB_RESOURCE_ENFORCE="memory"** must be specified in `lsf.conf` for host-based memory and swap limit enforcement with the `-hl` option to take effect. If no memory or swap limit is specified for the job (the merged limit for the job, queue, and application profile, if specified), or **LSB_RESOURCE_ENFORCE="memory"** is not specified, a host-based memory limit is not set for the job. The `-hl` option only applies only to memory and swap limits; it does not apply to any other resource usage limits.

PAM resource limits

PAM limits are system resource limits defined in `limits.conf`.

- Windows: Not applicable
- Linux: `/etc/pam.d/lsf`

When **USE_PAM_CREDS** is enabled in `lsb.queues` or `lsb.applications`, applies PAM limits to an application or queue when its job is dispatched to a Linux host using PAM. The job will fail if the execution host does not have PAM configured.

Configure a PAM file

When **USE_PAM_CREDS** is enabled in `lsb.queues` or `lsb.applications`, the limits specified in the PAM configuration file are applied to an application or queue when its job is dispatched to a Linux host using PAM. The job will fail if the execution host does not have PAM configured.

1. Create a PAM configuration file on each execution host you want.

   `/etc/pam.d/lsf`
2. In the first two lines, specify the authentication and authorization you need to successfully run PAM limits. For example:

   ```
   auth required pam_localuser.so
   account required pam_unix.so
   ```
3. Specify any resource limits. For example:

   ```
   session required pam_limits.so
   ```

On hosts that have a PAM configuration file with resource limits specified and when **USE_PAM_CREDS=y** in `lsb.queues` or `lsb.applications`, applies resource limits on jobs running on the execution host.

For more information about configuring a PAM file, check Linux documentation.

Load Thresholds

Automatic job suspension

Jobs running under LSF can be suspended based on the load conditions on the execution hosts. Each host and each queue can be configured with a set of suspending conditions. If the load conditions on an execution host exceed either the corresponding host or queue suspending conditions, one or more jobs running on that host are suspended to reduce the load.

When LSF suspends a job, it invokes the SUSPEND action. The default SUSPEND action is to send the signal SIGSTOP.

By default, jobs are resumed when load levels fall below the suspending conditions. Each host and queue can be configured so that suspended checkpointable or rerunnable jobs are automatically migrated to another host instead.

If no suspending threshold is configured for a load index, LSF does not check the value of that load index when deciding whether to suspend jobs.

Suspending thresholds can also be used to enforce inter-queue priorities. For example, if you configure a low-priority queue with an r1m (1 minute CPU run queue length) scheduling threshold of 0.25 and an r1m suspending threshold of 1.75, this queue starts one job when the machine is idle. If the job is CPU intensive, it increases the run queue length from 0.25 to roughly 1.25. A high-priority queue configured with a scheduling threshold of 1.5 and an unlimited suspending threshold sends a second job to the same host, increasing the run queue to 2.25. This exceeds the suspending threshold for the low priority job, so it is stopped. The run queue length stays above 0.25 until the high priority job exits. After the high priority job exits the run queue index drops back to the idle level, so the low priority job is resumed.

When jobs are running on a host, LSF periodically checks the load levels on that host. If any load index exceeds the corresponding per-host or per-queue suspending threshold for a job, LSF suspends the job. The job remains suspended until the load levels satisfy the scheduling thresholds.

At regular intervals, LSF gets the load levels for that host. The period is defined by the SBD_SLEEP_TIME parameter in the `lsb.params` file. Then, for each job running on the host, LSF compares the load levels against the host suspending conditions and the queue suspending conditions. If any suspending condition at either the corresponding host or queue level is satisfied as a result of increased load, the job is suspended. A job is only suspended if the load levels are too high for that particular job's suspending thresholds.

There is a time delay between when LSF suspends a job and when the changes to host load are seen by the LIM. To allow time for load changes to take effect, LSF suspends no more than one job at a time on each host.

Jobs from the lowest priority queue are checked first. If two jobs are running on a host and the host is too busy, the lower priority job is suspended and the higher priority job is allowed to continue. If the load levels are still too high on the next turn, the higher priority job is also suspended.

If a job is suspended because of its own load, the load drops as soon as the job is suspended. When the load goes back within the thresholds, the job is resumed until it causes itself to be suspended again.

Exceptions

In some special cases, LSF does not automatically suspend jobs because of load levels. LSF does not suspend a job:

- Forced to run with **brun -f**.
- If it is the only job running on a host, unless the host is being used interactively. When only one job is running on a host, it is not suspended for any reason except that the host is not interactively idle (the it interactive idle time load index is less than one minute). This means that once a job is started on a host, at least one job continues to run unless there is an interactive user on the host. Once the job is suspended, it is not resumed until all the scheduling conditions are met, so it should not interfere with the interactive user.
- Because of the paging rate, unless the host is being used interactively. When a host has interactive users, LSF suspends jobs with high paging rates, to improve the response time on the host for interactive users. When a host is idle, the pg (paging rate) load index is ignored. The PG_SUSP_IT parameter in `lsb.params` controls this behavior. If the host has been idle for more than PG_SUSP_IT minutes, the pg load index is not checked against the suspending threshold.

Suspending conditions

LSF provides different alternatives for configuring suspending conditions. Suspending conditions are configured at the host level as load thresholds, whereas suspending conditions are configured at the queue level as either load thresholds, or by using the STOP_COND parameter in the `lsb.queues` file, or both.

The load indices most commonly used for suspending conditions are the CPU run queue lengths (r15s, r1m, and r15m), paging rate (pg), and idle time (it). The (swp) and (tmp) indices are also considered for suspending jobs.

To give priority to interactive users, set the suspending threshold on the it (idle time) load index to a non-zero value. Jobs are stopped when any user is active, and resumed when the host has been idle for the time given in the it scheduling condition.

To tune the suspending threshold for paging rate, it is desirable to know the behavior of your application. On an otherwise idle machine, check the paging rate using **lsload**, and then start your application. Watch the paging rate as the application runs. By subtracting the active paging rate from the idle paging rate, you get a number for the paging rate of your application. The suspending threshold should allow at least 1.5 times that amount. A job can be scheduled at any paging rate up to the scheduling threshold, so the suspending threshold should be at least the scheduling threshold plus 1.5 times the application paging rate. This prevents the system from scheduling a job and then immediately suspending it because of its own paging.

The effective CPU run queue length condition should be configured like the paging rate. For CPU-intensive sequential jobs, the effective run queue length indices increase by approximately one for each job. For jobs that use more than one process, you should make some test runs to determine your job's effect on the run queue length indices. Again, the suspending threshold should be equal to at least the scheduling threshold plus 1.5 times the load for one job.

Resizable jobs

If new hosts are added for resizable jobs, LSF considers load threshold scheduling on those new hosts. If hosts are removed from allocation, LSF does not apply load threshold scheduling for resizing the jobs.

Configuring load thresholds at queue level

The queue definition (`lsb.queues`) can contain thresholds for 0 or more of the load indices. Any load index that does not have a configured threshold has no effect on job scheduling.

Syntax:
Each load index is configured on a separate line with the format:

load_index = loadSched/loadStop

Specify the name of the load index, for example r1m for the 1-minute CPU run queue length or pg for the paging rate. loadSched is the scheduling threshold for this load index. loadStop is the suspending threshold. The loadSched condition must be satisfied by a host before a job is dispatched to it and also before a job suspended on a host can be resumed. If the loadStop condition is satisfied, a job is suspended.

The loadSched and loadStop thresholds permit the specification of conditions using simple AND/OR logic. For example, the specification:

```
MEM=100/10 SWAP=200/30
```

translates into a loadSched condition of `mem>=100 && swap>=200` and a loadStop condition of `mem < 10 || swap < 30`.

Theory:

- The r15s, r1m, and r15m CPU run queue length conditions are compared to the effective queue length as reported by **`lsload -E`**, which is normalized for multiprocessor hosts. Thresholds for these parameters should be set at appropriate levels for single processor hosts.
- Configure load thresholds consistently across queues. If a low priority queue has higher suspension thresholds than a high priority queue, then jobs in the higher priority queue are suspended before jobs in the low priority queue.

Load thresholds at host level

A shared resource cannot be used as a load threshold in the Hosts section of the `lsf.cluster.`*cluster_name* file.

Configure suspending conditions at queue level

The condition for suspending a job can be specified using the queue-level STOP_COND parameter. It is defined by a resource requirement string. Only the select section of the resource requirement string is considered when stopping a job. All other sections are ignored.

This parameter provides similar but more flexible functionality for loadStop.

If loadStop thresholds have been specified, then a job is suspended if either the STOP_COND is TRUE or the loadStop thresholds are exceeded.

Modify a queue to suspend a job based on a condition.
For example, suspend a job based on the idle time for desktop machines and availability of swap and memory on compute servers.

Assume cs is a Boolean resource defined in the `lsf.shared` file and configured in the `lsf.cluster.`*cluster_name* file to indicate that a host is a compute server

```
Begin Queue
.
STOP_COND= select[((!cs && it < 5) || (cs && mem < 15 && swap < 50))]
.
End Queue
```

View host-level and queue-level suspending conditions

View suspending conditions using **bhosts -l** and **bqueues -l**.

View job-level suspending conditions

The thresholds that apply to a particular job are the more restrictive of the host and queue thresholds.

Run **bjobs -l**.

View suspend reason

Run **bjobs -lp**.
The load threshold that caused LSF to suspend a job, together with the scheduling parameters, display.

Note:

The use of STOP_COND affects the suspending reasons as displayed by the **bjobs** command. If STOP_COND is specified in the queue and the loadStop thresholds are not specified, the suspending reasons for each individual load index are not displayed.

About resuming suspended jobs

Jobs are suspended to prevent overloading hosts, to prevent batch jobs from interfering with interactive use, or to allow a more urgent job to run. When the host is no longer overloaded, suspended jobs should continue running.

When LSF automatically resumes a job, it invokes the RESUME action. The default action for RESUME is to send the signal SIGCONT.

If there are any suspended jobs on a host, LSF checks the load levels in each dispatch turn.

If the load levels are within the scheduling thresholds for the queue and the host, and all the resume conditions for the queue (RESUME_COND in `lsb.queues`) are satisfied, the job is resumed.

If RESUME_COND is not defined, then the loadSched thresholds are used to control resuming of jobs: all the loadSched thresholds must be satisfied for the job to be resumed. The loadSched thresholds are ignored if RESUME_COND is defined.

Jobs from higher priority queues are checked first. To prevent overloading the host again, only one job is resumed in each dispatch turn.

Specify resume condition

Use RESUME_COND in `lsb.queues` to specify the condition that must be satisfied on a host if a suspended job is to be resumed.
Only the select section of the resource requirement string is considered when resuming a job. All other sections are ignored.

View resume thresholds

Run **bjobs -l**.
The scheduling thresholds that control when a job is resumed display.

Pre-Execution and Post-Execution Processing

The pre- and post-execution processing feature provides a way to run commands on an execution host prior to and after completion of LSF jobs. Use pre-execution commands to set up an execution host with the required directories, files, environment, and user permissions. Use post-execution commands to define post-job processing such as cleaning up job files or transferring job output.

About pre- and post-execution processing

The pre- and post-execution processing feature consists of two types:

- Job-based pre- and post-execution processing, which is intended for sequential jobs and runs only on the first execution host.
- Host-based pre- and post-execution processing, which is intended for parallel jobs and runs on all execution hosts.

You can use pre- and post-execution processing to run commands before a batch job starts or after it finishes. Typical uses of this feature include the following:

- Reserving resources such as tape drives and other devices not directly configurable in LSF
- Making job-starting decisions in addition to those directly supported by LSF
- Creating and deleting scratch directories for a job
- Customizing scheduling based on the exit code of a pre-execution command
- Checking availability of software licenses
- Assigning jobs to run on specific processors on SMP machines
- Transferring data files needed for job execution
- Modifying system configuration files before and after job execution
- Using a post-execution command to clean up a state left by the pre-execution command or the job

Any executable command line can serve as a pre-execution or post-execution command. By default, the commands run under the same user account, environment, home directory, and working directory as the job.

When **JOB_INCLUDE_POSTPROC** is defined in an application profile or `lsb.params`, a job is considered in RUN state while the job is in post exec stage (which is DONE state for regular jobs).

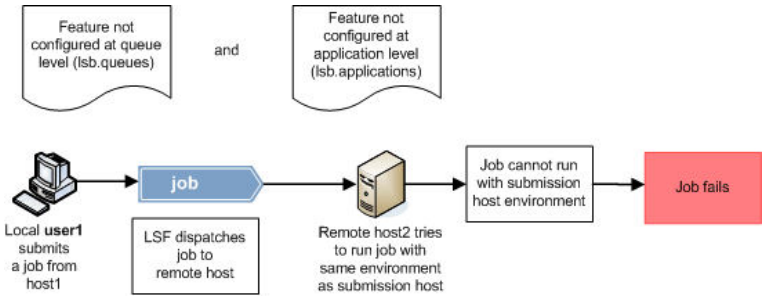
Job-based pre- and post-execution processing

Job-based pre-execution and post-execution commands can be defined at the queue, application, and job levels.

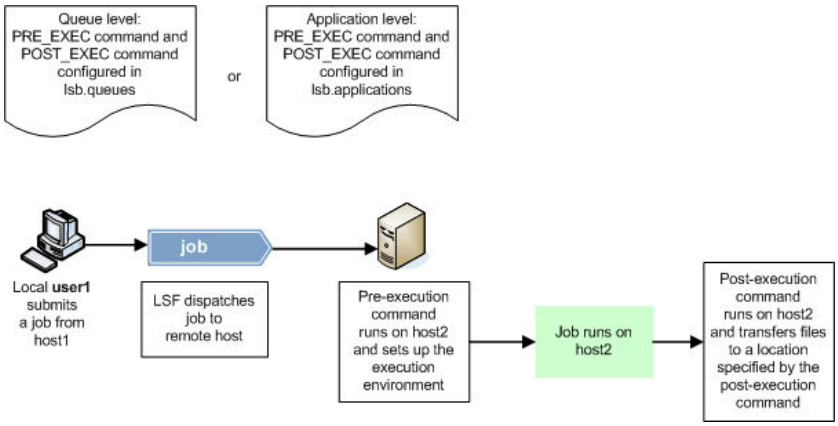
The command path can contain up to 4094 characters for UNIX and Linux, or up to 255 characters for Windows, including the directory, file name, and expanded values for %J *(job_ID)* and %I (*index_ID*).

When the job is resizable, job grow requests are ignored. However, job shrink requests can be processed. For either case, LSF does not invoke the job resized notification command.

The following illustration shows the default behavior (feature not enabled) of job-based pre- and post-execution processing:



The following example illustrates how job-based pre- and post-execution processing works at the queue or application level for setting the environment prior to job execution and for transferring resulting files after the job runs.



The table below provides the scope of job-based pre- and post-execution processing:

Applicability	Details
Operating system	• UNIX • Windows • A mix of UNIX and Windows hosts
Dependencies	• UNIX and Windows user accounts must be valid on all hosts in the cluster and must have the correct permissions to successfully run jobs. • On a Windows Server 2003, x64 Edition platform, users must have read and execute privileges for `cmd.exe`.
Limitations	• Applies to batch jobs only (jobs submitted using the **bsub** command)

Host-based pre- and post-execution processing

Host-based pre- and post-execution processing is different from job-based pre- and post-execution processing in that it is intended for parallel jobs (you can also use this feature for sequential jobs) and is executed on all execution hosts, as opposed to only the first execution host. The purpose of this is to set up the execution hosts before all job-based pre-execution and other pre-processing which depend on host-based preparation, and clean up execution hosts after job-based post execution and other post-processing.

This feature can be used in a number of ways. For example:

- HPC sites can have multiple ways to check for system health before actually launching jobs, such as checking for host or node status, key file systems are mounted, infiniband is working, required directories, files, environment, and correct user permissions are set, etc.)
- Administrators can configure site specific policy to run host-based pre- and post-execution processing to set up ssh access to computer nodes. By default, ssh is disabled. However, with host-based pre- and post-execution processing, ssh access to the nodes allocated for the job can be enabled for the duration of job life cycle. This is required for debugging a parallel job on a non-first execution host and will not impact the overall cluster security policy.
- Administrators can configure host-based pre- and post-execution processing to create and later remove temporary working directories on each host.

You can define the host-based pre- and post-execution processing at the application level and the queue level. Failure handling is also supported.

There are two ways to enable host-based pre- and post-execution processing for a job:

- Configure **HOST_PRE_EXEC** and **HOST_POST_EXEC** in `lsb.queues`.
- Configure **HOST_PRE_EXEC** and **HOST_POST_EXEC** in `lsb.applications`.

When configuring host-based pre- and post-execution processing, note the following:

- Host-based pre- and post-execution processing is only supported on UNIX.
- Host-based pre- and post-execution processing does not support the return of some environment variables in output and the setting of those environment variables for the job.
- If a job is in the host-based pre-execution processing stage, **sbatchd** rejects any signals that are not termination signals and requests that the signal be sent again. If the job is in the host-based post-execution processing stage, job signals are rejected or ignored no matter how **JOB_INCLUDE_POSTPROC** is defined.
- You cannot use the default value for **JOB_PREPROC_TIMEOUT** or **JOB_POSTPROC_TIMEOUT** for host-based pre- and post-execution processing. Configure a value based on how long it would take for host-based pre- and post-execution processing to run.
- Checkpointing can not be performed until host-based pre-execution processing is finished. During that time, **sbatchd** returns a retry error.
- Starting with LSF release 9.1.2, host-based pre- and post-execution processing will not be executed on allocated hosts to which the jobs were expanded by auto-resize.
- Host-based pre- and post-execution processing treats lease-in host the same as the local host.

- If a job with host-based pre- or post-execution processing is dispatched to Windows hosts, the job will fail, then display a pending reason.
- Since host-based pre- and post-execution processing is not defined at the job level, MultiCluster forwarded and XL jobs do not take local queue and application host-based pre- and post-execution processing information, but instead follow the remote queue and application configuration.
- The host-based pre- and post-execution processing feature is only supported by LSF 9.1.2 and future versions.

Configuration to enable pre- and post-execution processing

The pre- and post-execution processing feature is enabled by defining at least one of the parameters in the list below at the application or queue level, or by using the `-E` option of the **bsub** command to specify a pre-execution command. In some situations, specifying a queue-level or application-level pre-execution command can have advantages over requiring users to use **bsub -E**. For example, license checking can be set up at the queue or application level so that users do not have to enter a pre-execution command every time they submit a job.

Parameters for enabling the pre- and post-execution processing feature:

- **PRE_EXEC=**`command` (in lsb.queues):
  - Enables job-based pre-execution processing at the queue level.
  - The job-based pre-execution command runs on the execution host before the job starts.
  - If the **PRE_EXEC** command exits with a non-zero exit code, LSF requeues the job to the front of the queue.
  - The **PRE_EXEC** command uses the same environment variable values as the job.
  - The **PRE_EXEC** command can only be used for job-based pre- and post-execution processing.
- **POST_EXEC**=*command* (in lsb.queues):
  - Enables job-based post-execution processing at the queue level.
  - The POST_EXEC command uses the same environment variable values as the job.
  - The post-execution command for the queue remains associated with the job. The original post-execution command runs even if the job is requeued or if the post-execution command for the queue is changed after job submission.
  - Before the post-execution command runs, **LSB_JOBEXIT_STAT** is set to the exit status of the job. The success or failure of the post-execution command has no effect on **LSB_JOBEXIT_STAT**.
  - The post-execution command runs after the job finishes, even if the job fails.
  - Specify the environment variable `$USER_POSTEXEC` to allow UNIX users to define their own post-execution commands.
  - The **POST_EXEC** command can only be used for job-based pre- and post-execution processing.
- **PRE_EXEC**=*command* (in lsb.applications):
  - Enables job-based pre-execution processing at the application level.
  - The pre-execution command runs on the execution host before the job starts.
  - If the **PRE_EXEC** command exits with a non-zero exit code, LSF requeues the job to the front of the queue.
  - The **PRE_EXEC** command uses the same environment variable values as the job.

  - The **PRE_EXEC** command can only be used for job-based pre- and post-execution processing.
- **POST_EXEC**=*command* (in lsb.applications):
  - Enables job-based post-execution processing at the application level.
  - The **POST_EXEC** command uses the same environment variable values as the job.
  - The post-execution command for the application profile remains associated with the job. The original post-execution command runs even if the job is moved to a different application profile or is requeued, or if the post-execution command for the original application profile is changed after job submission.
  - Before the post-execution command runs, **LSB_JOBEXIT_STAT** is set to the exit status of the job. The success or failure of the post-execution command has no effect on **LSB_JOBEXIT_STAT**.
  - The post-execution command runs after the job finishes, even if the job fails.
  - Specify the environment variable $USER_POSTEXEC to allow UNIX users to define their own post-execution commands.
  - The **POST_EXEC** command can only be used for job-based pre- and post-execution processing.
- **HOST_PRE_EXEC**=*command* (in lsb.queues):
  - Enables host-based pre-execution processing at the queue level.
  - The pre-execution command runs on all execution hosts before the job starts.
  - If the **HOST_PRE_EXEC** command exits with a non-zero exit code, LSF requeues the job to the front of the queue.
  - The **HOST_PRE_EXEC** command uses the same environment variable values as the job.
  - The **HOST_PRE_EXEC** command can only be used for host-based pre- and post-execution processing.
- **HOST_POST_EXEC**=*command* (in lsb.queues):
  - Enables host-based post-execution processing at the queue level.
  - The **HOST_POST_EXEC** command uses the same environment variable values as the job.
  - The post-execution command for the queue remains associated with the job. The original post-execution command runs even if the job is requeued or if the post-execution command for the queue is changed after job submission.
  - Before the post-execution command runs, **LSB_JOBEXIT_STAT** is set to the exit status of the job. The success or failure of the post-execution command has no effect on **LSB_JOBEXIT_STAT**.
  - The post-execution command runs after the job finishes, even if the job fails.
  - Specify the environment variable $USER_POSTEXEC to allow UNIX users to define their own post-execution commands.
  - The **HOST_POST_EXEC** command can only be used for host-based pre- and post-execution processing.
- **HOST_PRE_EXEC**=*command* (in lsb.applications):
  - Enables host-based pre-execution processing at the application level.
  - The pre-execution command runs on all execution hosts before the job starts.
  - If the **HOST_PRE_EXEC** command exits with a non-zero exit code, LSF requeues the job to the front of the queue.

  - The **HOST_PRE_EXEC** command uses the same environment variable values as the job.
  - The **HOST_PRE_EXEC** command can only be used for host-based pre- and post-execution processing.
- **HOST_POST_EXEC**=*command* (in lsb.applications):
  - Enables host-based post-execution processing at the application level.
  - The **HOST_POST_EXEC** command uses the same environment variable values as the job.
  - The post-execution command for the application profile remains associated with the job. The original post-execution command runs even if the job is moved to a different application profile or is requeued, or if the post-execution command for the original application profile is changed after job submission.
  - Before the post-execution command runs, **LSB_JOBEXIT_STAT** is set to the exit status of the job. The success or failure of the post-execution command has no effect on **LSB_JOBEXIT_STAT**.
  - The post-execution command runs after the job finishes, even if the job fails.
  - Specify the environment variable $USER_POSTEXEC to allow UNIX users to define their own post-execution commands.
  - The **HOST_POST_EXEC** command can only be used for host-based pre- and post-execution processing.

Examples

The following queue specifies the job-based pre-execution command **/usr/share/lsf/pri_prexec** and the job-based post-execution command **/usr/share/lsf/pri_postexec**.

```
Begin Queue
QUEUE_NAME     = priority
PRIORITY       = 43
NICE           = 10
PRE_EXEC       = /usr/share/lsf/pri_prexec
POST_EXEC      = /usr/share/lsf/pri_postexec
End Queue
```

The following application specifies the job-based pre-execution /usr/share/lsf/catia_prexec and the job-based post-execution command /usr/share/lsf/catia_postexec.

```
Begin Application
NAME         = catia
DESCRIPTION  = CATIA V5
CPULIMIT     = 24:0/hostA      # 24 hours of host hostA
FILELIMIT    = 20000
DATALIMIT    = 20000           # jobs data segment limit
CORELIMIT    = 20000
TASKLIMIT    = 5               # job task limit
PRE_EXEC       = /usr/share/lsf/catia_prexec
POST_EXEC      = /usr/share/lsf/catia_postexec
REQUEUE_EXIT_VALUES = 55 34 78
End Application
```

The following example specifies the host-based pre-execution command /usr/share/lsf/catia_host_prexec and the host-based post-execution command /usr/share/lsf/catia_host_postexec.

```
Begin Application
NAME = catia
DESCRIPTION = CATIA host_based pre/post
HOST_PRE_EXEC = /usr/share/lsf/catia_host_prexec
HOST_POST_EXEC = /usr/share/lsf/catia_host_postexec
End Application
```

Pre- and post-execution processing behavior

Job-based pre- and post-execution processing applies to both UNIX and Windows hosts. Host-based pre- and post-execution processing only applies to UNIX host.

Host type	Environment
UNIX	• The pre- and post-execution commands run in the `/tmp` directory under `/bin/sh -c`, which allows the use of shell features in the commands. The following example shows valid configuration lines: **`PRE_EXEC`**`= /usr/share/lsf/misc/testq_pre >> /tmp/pre.out` **`POST_EXEC`**`= /usr/share/lsf/misc/testq_post | grep -v "Testing..."` • LSF sets the **`PATH`** environment variable to **`PATH`**`='/bin /usr/bin /sbin /usr/sbin'` • The stdin, stdout, and stderr are set to `/dev/null`
Windows	• The pre- and post-execution commands run under `cmd.exe /c` • The standard input, standard output, and standard error are set to NULL • The **`PATH`** is determined by the setup of the LSF Service

Note:

If the pre-execution or post-execution command is not in your usual execution path, you must specify the full path name of the command.

Command execution order for pre- and post-execution processing

Pre-execution processing flow/stages are:

1. Host-based queue level pre-processing
2. Host-based application level pre-processing
3. Job-based queue level pre-processing
4. Job-based job level pre-processing or job-based application level pre-processing

Post-execution processing flow/stages are:

1. Job-based job level post-processing or job-based application level post-processing
2. Job-based queue level post-processing
3. Host-based application level post-processing
4. Host-based queue level post-processing

If queue level host-based pre-execution processing fails, then application level host-based pre-execution processing will not be executed. If host-based pre-execution processing fails, then any other job-based pre-execution processing will not be executed. If host-based pre-execution processing fails, or the job fails, host-based post-execution processing is still executed to perform any cleanup activities. The execution result will be reported as a post processing result to the master host and shown by **bhist**. If application level host-based post-execution processing fails, queue level host-based post-execution processing is still executed.

Command behavior for job-based pre-execution processing

A pre-execution command returns information to LSF by means of the exit status. LSF holds the job in the queue until the specified pre-execution command returns an exit code of zero (0). If the pre-execution command exits with a non-zero value, the job pends until LSF tries again to dispatch it. While the job remains in the PEND state, LSF dispatches other jobs to the execution host.

If the pre-execution command exits with a value of 99, the job exits without pending. This allows you to cancel the job if the pre-execution command fails.

You must ensure that the pre-execution command runs without side effects; that is, you should define a pre-execution command that does not interfere with the job itself. For example, if you use the pre-execution command to reserve a resource, you cannot also reserve the same resource as part of the job submission.

LSF users can specify a pre-execution command at job submission. LSF first finds a suitable host on which to run the job and then runs the pre-execution command on that host. If the pre-execution command runs successfully and returns an exit code of zero, LSF runs the job.

Command behavior for job-based post-execution processing

A post-execution command runs after the job finishes, regardless of the exit state of the job. Once a post-execution command is associated with a job, that command runs even if the job fails. You cannot configure the post-execution command to run only under certain conditions.

The resource usage of post-execution processing is not included in the job resource usage calculation, and post-execution command exit codes are not reported to LSF.

If **POST_EXEC**=$USER_POSTEXEC in either `lsb.applications` or `lsb.queues`, UNIX users can define their own post-execution commands:

```
setenv USER_POSTEXEC /path_name
```

where the path name for the post-execution command is an absolute path.

If POST_EXEC=$USER_POSTEXEC and ...	Then ...
The user defines the USER_POSTEXEC environment variable	• LSF runs the post-execution command defined by the environment variable USER_POSTEXEC • After the user-defined command runs, LSF reports successful completion of post-execution processing • If the user-defined command fails, LSF reports a failure of post-execution processing
The user does not define the USER_POSTEXEC environment variable	• LSF reports successful post-execution processing without actually running a post-execution command

Important:

Do not allow users to specify a post-execution command when the pre- and post-execution commands are set to run under the root account.

Command execution for host-based pre- and post-execution processing

All environment variables set for job execution are passed to and set for all execution hosts before host-based pre- and post-execution processing begins.

By default, host-based pre- and post-execution processing runs under the account of the user who submits the job. To run host-based pre and post execution commands under a different user account at the queue level (such as root for privileged operations), configure the parameter **LSB_PRE_POST_EXEC_USER** in `lsf.sudoers`. Also, the /etc/lsf.sudoers file must be deployed on all nodes in order to run host-based pre- and post-execution processing.

The execution is successful only if all of the following conditions are met:

- All execution hosts received the pre/post command.
- All execution hosts executed the command with exit code 0.
- All execution hosts executed the command within the specified timeout.

The execution result is aggregated to the first execution host and then reports to the master host.

If there is any assigned CPU affinity range, queue or application level host-based pre-execution processing is limited to run within that range. Host-based post-execution processing is not constrained to run within the CPU affinity range.

The **rusage** of host-based pre-execution on the first execution host will be collected and counted as job **rusage**. On a non-first execution host, the **rusage** of the host-based pre-execution will be ignored. During host-based post-execution, there is no **rusage** collection.

If **sbatchd** quits and a job finishes before **sbatchd** restarts, then host-based post-execution processing will be executed.

The following example shows host-based pre- and post-execution processing for normal low priority jobs, running only if hosts are lightly loaded:

```
bqueues -l normal
QUEUE: normal
  -- Default queue.

PARAMETERS/STATISTICS
PRIO NICE STATUS          MAX JL/U JL/P JL/H NJOBS  PEND   RUN SSUSP USUSP  RSV
 30   20  Open:Active       -    -    -    -     0     0     0     0     0    0
Interval for a host to accept two jobs is 0 seconds

SCHEDULING PARAMETERS
           r15s   r1m  r15m   ut      pg    io   ls    it    tmp    swp    mem
 loadSched   -     -     -     -       -     -    -     -     -      -      -
 loadStop    -     -     -     -       -     -    -     -     -      -      -

SCHEDULING POLICIES:  NO_INTERACTIVE

USERS: all
HOSTS: all
ADMINISTRATORS:  Admin1
PRE_EXEC: echo "queue-level pre-exec" >> /tmp/pre.$LSB_JOBID.$LSB_JOBINDEX
POST_EXEC: echo "queue-level post-exec" >> /tmp/post.$LSB_JOBID.$LSB_JOBINDEX

HOST_PRE_EXEC: echo "queue-level host-based pre-exec" >> /tmp/pre.$LSB_JOBID.$LSB_JOBINDEX
HOST_POST_EXEC: echo "queue-level host-based post-exec" >> /tmp/post.$LSB_JOBID.$LSB_JOBINDEX

bapp -l app
APPLICATION NAME: app

STATISTICS:
   NJOBS     PEND      RUN    SSUSP    USUSP      RSV
       0        0        0        0        0        0

PARAMETERS:
PRE_EXEC: echo "app-level pre-exec" >> /tmp/pre.$LSB_JOBID.$LSB_JOBINDEX
POST_EXEC: echo "app-level post-exec" >> /tmp/post.$LSB_JOBID.$LSB_JOBINDEX
RESIZABLE_JOBS: Auto
HOST_PRE_EXEC: echo "app-level host-based pre-exec" >> /tmp/pre.$LSB_JOBID.$LSB_JOBINDEX
HOST_POST_EXEC: echo "app-level host-based post-exec" >> /tmp/post.$LSB_JOBID.$LSB_JOBINDEX
```

Check job history for a pre-execution script failure

Each time your job tries to run on a host and the pre-execution script fails to run successfully, your job pends until it is dispatched again.

Run `bhist -l` *`job_number`*.
The history of the job displays, including any pending and dispatching on hosts due to pre-execution scripts exiting with an incorrect exit code.

Configuration to modify pre- and post-execution processing

Configuration parameters modify various aspects of pre- and post-execution processing behavior by:

- Preventing a new job from starting until post-execution processing has finished
- Controlling the length of time post-execution processing can run
- Specifying a user account under which the pre- and post-execution commands run
- Controlling how many times pre-execution retries
- Determining if email providing details of the post execution output should be sent to the user who submitted the job. See **LSB_POSTEXEC_SEND_MAIL** in the IBM Platform LSF Configuration Reference for more detail.

Some configuration parameters only apply to job-based pre- and post-execution processing and some apply to both job- and host-based pre- and post-execution processing:

Job- and host-based	Job-based only
JOB_INCLUDE_POSTPROC in lsb.applications and lsb.params	**PREEXEC_EXCLUDE_HOST_EXIT_VALUES** in lsb.params
MAX_PREEXEC_RETRY in lsb.applications and lsb.params	
LOCAL_MAX_PREEXEC_RETRY in lsb.applications and lsb.params	
LOCAL_MAX_PREEXEC_RETRY_ACTION in lsb.applications, lsb.queues, and lsb.params	
REMOTE_MAX_PREEXEC_RETRY in lsb.applications and lsb.params	
LSB_DISABLE_RERUN_POST_EXEC in lsf.conf	
JOB_PREPROC_TIMEOUT in lsb.applications and lsb.params	
JOB_POSTPROC_TIMEOUT in lsb.applications and lsb.params	
LSB_PRE_POST_EXEC_USER in lsf.sudoers	
LSB_POSTEXEC_SEND_MAIL in lsf.conf	

See the IBM Platform LSF Configuration Reference for detail on each parameter.

JOB_PREPROC_TIMEOUT is designed to protect the system from hanging during pre-execution processing. When LSF detects pre-execution processing is running longer than the **JOB_PREPROC_TIMEOUT** value (the default value is infinite), LSF will terminate the execution. Therefore, the LSF Administrator should ensure **JOB_PREPROC_TIMEOUT** is set to a value longer than any pre-execution processing is required. **JOB_POSTPROC_TIMEOUT** should also be set to a value that gives host-based post execution processing enough time to run.

Configuration to modify when new jobs can start

When a job finishes, sbatchd reports a job finish status of **DONE** or **EXIT** to `mbatchd`. This causes LSF to release resources associated with the job, allowing new jobs to start on the execution host before post-execution processing from a previous job has finished.

In some cases, you might want to prevent the overlap of a new job with post-execution processing. Preventing a new job from starting prior to completion of post-execution processing can be configured at the application level or at the job level.

At the job level, the **bsub -w** option allows you to specify job dependencies; the keywords post_done and post_err cause LSF to wait for completion of post-execution processing before starting another job.

At the application level:

File	Parameter and syntax	Description

`lsb.applications`
 	
`lsb.params`
	JOB_INCLUDE_POSTPROC=Y	• Enables completion of post-execution processing before LSF reports a job finish status of **DONE** or **EXIT**
		• Prevents a new job from starting on a host until post-execution processing is finished on that host

- sbatchd sends both job finish status (**DONE** or **EXIT**) and post-execution processing status (**POST_DONE** or **POST_ERR**) to mbatchd at the same time
- The job remains in the RUN state and holds its job slot until post-execution processing has finished
- Job requeue happens (if required) after completion of post-execution processing, not when the job itself finishes
- For job history and job accounting, the job CPU and run times include the post-execution processing CPU and run times
- The job control commands **bstop**, **bkill**, and **bresume** have no effect during post-execution processing
- If a host becomes unavailable during post-execution processing for a rerunnable job, mbatchd sees the job as still in the RUN state and reruns the job
- LSF does not preempt jobs during post-execution processing

Configuration to modify the post-execution processing time

Controlling the length of time post-execution processing can run is configured at the application level.

File	Parameter and syntax	Description

`lsb.applications`
 	
`lsb.params`
	JOB_POSTPROC_TIMEOUT=*minutes*	• Specifies the length of time, in minutes, that post-execution processing can run.
		• The specified value must be greater than zero.
		• If post-execution processing takes longer than the specified value, sbatchd reports post-execution failure—a status of POST_ERR. On UNIX and Linux, it kills the entire process group of the job's pre-execution processes. On Windows, only the parent process of the pre-execution command is killed when the timeout expires, the child processes of the pre-execution command are not killed.
		• If **JOB_INCLUDE_POSTPROC**=Y and sbatchd kills the post-execution process group, post-execution processing CPU time is set to zero, and the job's CPU time does not include post-execution CPU time.

Configuration to modify the pre- and post-execution processing user account

Specifying a user account under which the pre- and post-execution commands run is configured at the system level. By default, both the pre- and post-execution commands run under the account of the user who submits the job.

File	Parameter and syntax	Description
`lsf.sudoers`	**LSB_PRE_POST_EXEC_USER** *=user_name*	• Specifies the user account under which pre- and post-execution commands run (UNIX only) • This parameter applies only to pre- and post-execution commands configured at the queue level; pre-execution commands defined at the application or job level run under the account of the user who submits the job • If the pre-execution or post-execution commands perform privileged operations that require root permissions on UNIX hosts, specify a value of root • You must edit the `lsf.sudoers` file on all UNIX hosts within the cluster and specify the same user account

Configuration to control how many times pre-execution retries

By default, if job pre-execution fails, LSF retries the job automatically. The job remains in the queue and pre-execution is retried 5 times by default, to minimize any impact to performance and throughput.

Limiting the number of times LSF retries job pre-execution is configured cluster-wide (`lsb.params`), at the queue level (`lsb.queues`), and at the application level (`lsb.applications`). Pre-execution retry in `lsb.applications` overrides `lsb.queues`, and `lsb.queues` overrides `lsb.params` configuration.

Configuration file	Parameter and syntax	Behavior
`lsb.params`	**LOCAL_MAX_PREEXEC_RETRY**=*integer*	• Controls the maximum number of times to attempt the pre-execution command of a job on the local cluster. • Specify an integer greater than 0 By default, the number of retries is unlimited.

Configuration file	Parameter and syntax	Behavior
	MAX_PREEXEC_RETRY=*integer*	• Controls the maximum number of times to attempt the pre-execution command of a job on the remote cluster. • Specify an integer greater than 0 By default, the number of retries is 5.
	REMOTE_MAX_PREEXEC_RETRY=*integer*	• Controls the maximum number of times to attempt the pre-execution command of a job on the remote cluster. Equivalent to **MAX_PREEXEC_RETRY** • Specify an integer greater than 0 By default, the number of retries is 5.
`lsb.queues`	**LOCAL_MAX_PREEXEC_RETRY**=*integer*	• Controls the maximum number of times to attempt the pre-execution command of a job on the local cluster. • Specify an integer greater than 0 By default, the number of retries is unlimited.
	MAX_PREEXEC_RETRY=*integer*	• Controls the maximum number of times to attempt the pre-execution command of a job on the remote cluster. • Specify an integer greater than 0 By default, the number of retries is 5.
	REMOTE_MAX_PREEXEC_RETRY=*integer*	• Controls the maximum number of times to attempt the pre-execution command of a job on the remote cluster. Equivalent to **MAX_PREEXEC_RETRY** • Specify an integer greater than 0 By default, the number of retries is 5.
`lsb.applications`	**LOCAL_MAX_PREEXEC_RETRY**=*integer*	• Controls the maximum number of times to attempt the pre-execution command of a job on the local cluster. • Specify an integer greater than 0 By default, the number of retries is unlimited.

Configuration file	Parameter and syntax	Behavior
	MAX_PREEXEC_RETRY=*integer*	• Controls the maximum number of times to attempt the pre-execution command of a job on the remote cluster. • Specify an integer greater than 0 By default, the number of retries is 5.
	REMOTE_MAX_PREEXEC_RETRY=*integer*	• Controls the maximum number of times to attempt the pre-execution command of a job on the remote cluster. Equivalent to **MAX_PREEXEC_RETRY** • Specify an integer greater than 0 By default, the number of retries is 5.

When pre-execution retry is configured, if a job pre-execution fails and exits with non-zero value, the number of pre-exec retries is set to 1. When the pre-exec retry limit is reached, the job is suspended with PSUSP status.

The number of times that pre-execution is retried includes queue-level, application-level, and job-level pre-execution command specifications. When pre-execution retry is configured, a job will be suspended when the sum of its queue-level pre-exec retry times + application-level pre-exec retry times is greater than the value of the pre-execution retry parameter or if the sum of its queue-level pre-exec retry times + job-level pre-exec retry times is greater than the value of the pre-execution retry parameter.

The pre-execution retry limit is recovered when LSF is restarted and reconfigured. LSF replays the pre-execution retry limit in the PRE_EXEC_START or JOB_STATUS events in `lsb.events`.

Configuration to define default behavior of a job after it reaches the pre-execution retry limit

By default, if LSF retries the pre-execution command of a job on the local cluster and reaches the pre-execution retry threshold (**LOCAL_MAX_PREEXEC_RETRY** in `lsb.params`, `lsb.queues`, or `lsb.applications`), LSF suspends the job.

This default behavior of a job that has reached the pre-execution retry limit is configured cluster-wide (`lsb.params`), at the queue level (`lsb.queues`), and at the application level (`lsb.applications`). The behavior specified in `lsb.applications` overrides `lsb.queues`, and `lsb.queues` overrides the `lsb.params` configuration.

Configuration file	Parameter and syntax	Behavior
lsb.params	**LOCAL_MAX_PREEXEC_RETRY_ACTION** = SUSPEND | EXIT	• Specifies the default behavior of a job (on the local cluster) that has reached the maximum pre-execution retry limit. • If set to SUSPEND, the job is suspended and its status is set to PSUSP. If set to EXIT, the job status is set to EXIT and the exit code is the same as the last pre-execution fail exit code. By default, the job is suspended.
lsb.queues	**LOCAL_MAX_PREEXEC_RETRY_ACTION** = SUSPEND | EXIT	• Specifies the default behavior of a job (on the local cluster) that has reached the maximum pre-execution retry limit. • If set to SUSPEND, the job is suspended and its status is set to PSUSP. If set to EXIT, the job status is set to EXIT and the exit code is the same as the last pre-execution fail exit code. By default, this is not defined.
lsb.applications	**LOCAL_MAX_PREEXEC_RETRY_ACTION** = SUSPEND | EXIT	• Specifies the default behavior of a job (on the local cluster) that has reached the maximum pre-execution retry limit. • If set to SUSPEND, the job is suspended and its status is set to PSUSP. If set to EXIT, the job status is set to EXIT and the exit code is the same as the last pre-execution fail exit code. By default, this is not defined.

Set host exclusion based on job-based pre-execution scripts

You must know the exit values your pre-execution script exits with that indicate failure.

Any non-zero exit code in a pre-execution script indicates a failure. For those jobs that are designated as rerunable on failure, LSF filters on the pre-execution script failure to determine whether the job that failed in the pre-execution script should exclude the host where the pre-execution script failed. That host is no longer a candidate to run the job.

1. Create a pre-execution script that exits with a specific value if it is unsuccessful.

   Example:

```
#!/bin/sh
# Usually, when pre_exec failed due to host reason like
# /tmp is full, we should exit directly to let LSF
# re-dispatch the job to a different host.
# For example:
```

```
#     define PREEXEC_RETRY_EXIT_VALUES = 10 in lsb.params
#     exit 10 when pre_exec  detect that /tmp is full.
# LSF will re-dispatch this job to a different host under
# such condition.
DISC=/tmp
PARTITION=`df -Ph | grep -w $DISC | awk '{print $6}'`
FREE=`df -Ph | grep -w $DISC | awk '{print $5}' | awk -F% '{print $1}'`
echo "$FREE"
if [ "${FREE}" != "" ]
then
    if [ "${FREE}" -le "2" ] # When there's only 2% available space for
                              # /tmp on this host, we can let LSF
                             # re-dispatch the job to a different host
   then
        exit 10
    fi
fi
# Sometimes, when pre_exec failed due to nfs server being busy,
# it can succeed if we retry it several times in this script to
# affect LSF performance less.
RETRY=10
while [ $RETRY -gt 0 ]
do
    #mount host_name:/export/home/bill /home/bill
    EXIT=`echo $?`
   if [ $EXIT -eq 0 ]
    then
     RETRY=0
 else
       RETRY=`expr $RETRY - 1`
        if [ $RETRY -eq 0 ]
        then
           exit 99 # We have tried for 9 times.
                   # Something is wrong with nfs server, we need
                   # to fail the job and fix the nfs problem first.
                   # We need to submit the job again after nfs problem
                   # is resolved.
        fi
    fi
done
```

2. In `lsb.params`, use **PREEXEC_EXCLUDE_HOST_EXIT_VALUES** to set the exit values that indicate the pre-execution script failed to run.

   Values from 1-255 are allowed, excepting 99 (reserved value). Separate values with a space.

   For the example script above, set **PREEXEC_EXCLUDE_HOST_EXIT_VALUES**=10.
3. (Optional) Define **MAX_PREEXEC_RETRY** to limit the total number of times LSF retries the pre-execution script on hosts.
4. Run `badmin reconfig`.

If a pre-execution script exits with value 10 (according to the example above), LSF adds this host to an exclusion list and attempts to reschedule the job on another host.

Pre- and post-execution processing commands

Commands for submission

The **bsub -E** option specifies a pre-execution command. Post-execution processing can be defined at the queue and application levels.

The **bsub -w** option allows you to specify job dependencies that cause LSF to wait for completion of post-execution processing before starting another job.

Command	Description
bsub -E *command*	• Defines the pre-execution command at the job level.
bsub -w 'post_done(job_id | "job_name")'	• Specifies the job dependency condition required to prevent a new job from starting until post-execution processing has finished without errors.
bsub -w 'post_err(job_id | "job_name")'	• Specifies the job dependency condition required to prevent a new job from starting until post-execution processing has exited with errors.

Commands to monitor

Command	Description
bhist -l **bhist**	• Displays the **POST_DONE** and **POST_ERR** states which can be referenced by a job submitted with **bsub –w**. The resource usage of post-processing is not included in the job resource usage. • The CPU and run times shown do not include resource usage for post-execution processing unless the parameter **JOB_INCLUDE_POSTPROC** is defined in `lsb.applications` or `lsb.params`. • Displays the job exit code and reason if the pre-exec retry limit is exceeded.
bjobs -l	• Displays information about pending, running, and suspended jobs. During post-execution processing, the job status will be RUN if the parameter **JOB_INCLUDE_POSTPROC** is defined in `lsb.applications or lsb.params`. • The resource usage shown does not include resource usage for post-execution processing. • Displays the job exit code and reason if the pre-exec retry limit is exceeded.
bacct	• Displays accounting statistics for finished jobs. • The CPU and run times shown do not include resource usage for post-execution processing, unless the parameter **JOB_INCLUDE_POSTPROC** is defined in `lsb.applications or lsb.params`.

Commands to control

Command	Description
bmod -E *command*	• Changes the pre-execution command at the job level.
bmod -w 'post_done(job_id | "job_name")'	• Specifies the job dependency condition required to prevent a new job from starting until post-execution processingt has finished without errors.
bmod -w 'post_err(job_id | "job_name")'	• Specifies the job dependency condition required to prevent a new job from starting until post-execution processing has exited with errors.

Commands to display configuration

Command	Description
bapp -l	• Displays information about application profiles configured in lsb.applications, including the values defined for **PRE_EXEC**, **POST_EXEC**, **HOST_PRE_EXEC**, **HOST_POST_EXEC**, **JOB_INCLUDE_POSTPROC**, **JOB_POSTPROC_TIMEOUT**, **LOCAL_MAX_PREEXEC_RETRY**, **MAX_PREEXEC_RETRY**, and **REMOTE_MAX_PREEXEC_RETRY**.
bparams	• Displays the value of parameters defined in lsb.params, including the values defined for **LOCAL_MAX_PREEXEC_RETRY**, **MAX_PREEXEC_RETRY**, and **REMOTE_MAX_PREEXEC_RETRY**.
bqueues -l	• Displays information about queues configured in lsb.queues, including the values defined for **PRE_EXEC**, **POST_EXEC**, **HOST_PRE_EXEC**, **HOST_POST_EXEC**, **LOCAL_MAX_PREEXEC_RETRY**, **MAX_PREEXEC_RETRY**, and **REMOTE_MAX_PREEXEC_RETRY**.

Use a text editor to view the lsf.sudoers configuration file.

Job Starters

About job starters

A *job starter* is a specified shell script or executable program that sets up the environment for a job and then runs the job. The job starter and the job share the same environment. This chapter discusses two ways of running job starters in LSF and how to set up and use them.

Some jobs have to run in a particular environment, or require some type of setup to be performed before they run. In a shell environment, job setup is often written into a wrapper shell script file that itself contains a call to start the desired job.

A job starter is a specified wrapper script or executable program that typically performs environment setup for the job, then calls the job itself, which inherits the execution environment created by the job starter. LSF controls the job starter process, rather than the job. One typical use of a job starter is to customize LSF for use with specific application environments, such as Alias Renderer or IBM Rational ClearCase.

Two ways to run job starters

You run job starters two ways in LSF. You can accomplish similar things with either job starter, but their functional details are slightly different.

Command-level

Are user-defined. They run interactive jobs submitted using **lsrun**, **lsgrun**, or **ch**. Command-level job starters have no effect on batch jobs, including interactive batch jobs run with **bsub -I**.

Use the LSF_JOB_STARTER environment variable to specify a job starter for interactive jobs.

Queue-level

Defined by the LSF administrator, and run batch jobs submitted to a queue defined with the JOB_STARTER parameter set. Use **bsub** to submit jobs to queues with job-level job starters.

A queue-level job starter is configured in the queue definition in `lsb.queues`.

Pre-execution commands are not job starters

A job starter differs from a pre-execution command. A pre-execution command must run successfully and exit before the LSF job starts. It can signal LSF to dispatch the job, but because the pre-execution command is an unrelated process, it does not control the job or affect the execution environment of the job. A job starter, however, is the process that LSF controls. It is responsible for invoking LSF and controls the execution environment of the job.

Examples

The following are some examples of job starters:

- In UNIX, a job starter defined as **/bin/ksh -c** causes jobs to be run under a Korn shell environment.
- In Windows, a job starter defined as **C:\cmd.exe /C** causes jobs to be run under a DOS shell environment.

  Note:

  For job starters that execute on a Windows Server 2003, x64 Edition platform, users must have "Read" and "Execute" privileges for `cmd.exe`.
- Setting the JOB_STARTER parameter in `lsb.queues` to $USER_STARTER enables users to define their own job starters by defining the environment variable USER_STARTER.

  Restriction:

  USER_STARTER can only be used in UNIX clusters. Mixed or Windows-only clusters are not supported.
- Setting a job starter to **make clean** causes the command **make clean** to be run before the user job.

Command-level job starters

A command-level job starter allows you to specify an executable file that does any necessary setup for the job and runs the job when the setup is complete. You can select an existing command to be a job starter, or you can create a script containing a desired set of commands to serve as a job starter.

This section describes how to set up and use a command-level job starter to run interactive jobs.

Command-level job starters have no effect on batch jobs, including interactive batch jobs.

A job starter can also be defined at the queue level using the JOB_STARTER parameter. Only the LSF administrator can configure queue-level job starters.

LSF_JOB_STARTER environment variable

Use the LSF_JOB_STARTER environment variable to specify a command or script that is the job starter for the interactive job. When the environment variable LSF_JOB_STARTER is defined, RES invokes the job starter rather than running the job itself, and passes the job to the job starter as a command-line argument.

Using command-level job starters

- UNIX: The job starter is invoked from within a Bourne shell, making the command-line equivalent:

  `/bin/sh -c "$LSF_JOB_STARTER command [argument ...]"`

  where *command* and *argument* are the command-line arguments you specify in **lsrun**, **lsgrun**, or **ch**.
- Windows: RES runs the job starter, passing it your commands as arguments:

  `LSF_JOB_STARTER command [argument ...]`

Examples

UNIX

If you define the LSF_JOB_STARTER environment variable using the following C-shell command:

```
% setenv LSF_JOB_STARTER "/bin/sh -c"
```

Then you run a simple C-shell job:

```
% lsrun "'a.out; hostname'"
```

The command that actually runs is

```
/bin/sh -c "/bin/sh -c 'a.out; hostname'"
```

The job starter can be a shell script. In the following example, the LSF_JOB_STARTER environment variable is set to the Bourne shell script named `job_starter`:

```
$ LSF_JOB_STARTER=/usr/local/job_starter
```

The `job_starter` script contains the following:

```
#!/bin/sh
set term = xterm eval "$*"
```

Windows

If you define the LSF_JOB_STARTER environment variable as follows:

```
set LSF_JOB_STARTER=C:\cmd.exe /C
```

Then you run a simple DOS shell job:

```
C:\> lsrun dir /p
```

The command that actually runs is:

```
C:\cmd.exe /C dir /p
```

Queue-level job starters

LSF administrators can define a job starter for an individual queue to create a specific environment for jobs to run in. A queue-level job starter specifies an executable that performs any necessary setup, and then runs the job when the setup is complete. The JOB_STARTER parameter in `lsb.queues` specifies the command or script that is the job starter for the queue.

This section describes how to set up and use a queue-level job starter.

Queue-level job starters have no effect on interactive jobs, unless the interactive job is submitted to a queue as an interactive batch job.

LSF users can also select an existing command or script to be a job starter for their interactive jobs using the LSF_JOB_STARTER environment variable.

Configure a queue-level job starter

Use the JOB_STARTER parameter in `lsb.queues` to specify a queue-level job starter in the queue definition. All jobs submitted to this queue are run using the job starter. The jobs are called by the specified job starter process rather than initiated by the batch daemon process.
For example:

```
Begin Queue
.
JOB_STARTER = xterm -e
.
End Queue
```

All jobs submitted to this queue are run under an **xterm** terminal emulator.

JOB_STARTER parameter (lsb.queues)

The JOB_STARTER parameter in the queue definition (`lsb.queues`) has the following format:

JOB_STARTER=*starter* [*starter*] ["%USRCMD"] [*starter*]

The string *starter* is the command or script that is used to start the job. It can be any executable that can accept a job as an input argument. Optionally, additional strings can be specified.

When starting a job, LSF runs the JOB_STARTER command, and passes the shell script containing the job commands as the argument to the job starter. The job starter is expected to do some processing and then run the shell script containing the job commands. The command is run under **/bin/sh -c** and can contain any valid Bourne shell syntax.

%USRCMD string

The special string %USRCMD indicates the position of the job starter command in the job command line. By default, the user commands run after the job starter, so the %USRCMD string is not usually required. For example, these two job starters both give the same results:

```
JOB_STARTER = /bin/csh -c
JOB_STARTER = /bin/csh -c "%USRCMD"
```

You must enclose the %USRCMD string in quotes. The %USRCMD string can be followed by additional commands. For example:

```
JOB_STARTER = /bin/csh -c "%USRCMD;sleep 10"
```

If a user submits the following job to the queue with this job starter:

```
bsub myjob arguments
```

the command that actually runs is:

```
/bin/csh -c "myjob arguments; sleep 10"
```

Control the execution environment with job starters

In some cases, using **bsub -L** does not result in correct environment settings on the execution host. LSF provides the following two job starters:

- **preservestarter** - preserves the default environment of the execution host. It does not include any submission host settings.
- **augmentstarter** - augments the default user environment of the execution host by adding settings from the submission host that are not already defined on the execution host

bsub -L cannot be used for a Windows execution host.

Where the job starter executables are located

By default, the job starter executables are installed in LSF_BINDIR. If you prefer to store them elsewhere, make sure they are in a directory that is included in the default PATH on the execution host.

For example:

- On Windows, put the job starter under %WINDIR%.
- On UNIX, put the job starter under `$HOME/bin`.

Source code for the job starters

The source code for the job starters is installed in `LSF_MISC/examples`.

Add to the initial login environment

By default, the **preservestarter** job starter preserves the environment that RES establishes on the execution host, and establishes an initial login environment for the user with the following variables from the user's login environment on the execution host:

- HOME
- USER
- SHELL
- LOGNAME

Any additional environment variables that exist in the user's login environment on the submission host must be added to the job starter source code.

Example

A user's `.login` script on the submission host contains the following setting:

```
if ($TERM != "xterm") then
     set TERM=`tset - -Q -m 'switch:?vt100' ....
else
    stty -tabs
endif
```

The TERM environment variable must also be included in the environment on the execution host for login to succeed. If it is missing in the job starter, the login fails, the job starter may fail as well. If the job starter can continue with only the initial environment settings, the job may execute correctly, but this is not likely.

Job Controls

Job Controls

After a job is started, it can be killed, suspended, or resumed by the system, an LSF user, or LSF administrator. LSF job control actions cause the status of a job to change. This chapter describes how to configure job control actions to override or augment the default job control actions.

Default job control actions

After a job is started, it can be killed, suspended, or resumed by the system, an LSF user, or LSF administrator. LSF job control actions cause the status of a job to change. LSF supports the following default actions for job controls:

- SUSPEND
- RESUME
- TERMINATE

On successful completion of the job control action, the LSF job control commands cause the status of a job to change.

The environment variable LS_EXEC_T is set to the value JOB_CONTROLS for a job when a job control action is initiated.

SUSPEND action

Change a running job from RUN state to one of the following states:

- USUSP or PSUSP in response to **bstop**
- SSUSP state when the LSF system suspends the job

The default action is to send the following signals to the job:

- SIGTSTP for parallel or interactive jobs. SIGTSTP is caught by the master process and passed to all the slave processes running on other hosts.
- SIGSTOP for sequential jobs. SIGSTOP cannot be caught by user programs. The SIGSTOP signal can be configured with the LSB_SIGSTOP parameter in `lsf.conf`.

LSF invokes the SUSPEND action when:

- The user or LSF administrator issues a **bstop** or **bkill** command to the job
- Load conditions on the execution host satisfy *any* of:

  - The suspend conditions of the queue, as specified by the STOP_COND parameter in `lsb.queues`
  - The scheduling thresholds of the queue or the execution host
- The run window of the queue closes
- The job is preempted by a higher priority job

RESUME action

Change a suspended job from SSUSP, USUSP, or PSUSP state to the RUN state. The default action is to send the signal SIGCONT.

LSF invokes the RESUME action when:

- The user or LSF administrator issues a **bresume** command to the job
- Load conditions on the execution host satisfy *all* of:
  - The resume conditions of the queue, as specified by the RESUME_COND parameter in `lsb.queues`
  - The scheduling thresholds of the queue and the execution host
- A closed run window of the queue opens again
- A preempted job finishes

TERMINATE action

Terminate a job. This usually causes the job change to EXIT status. The default action is to send SIGINT first, then send SIGTERM 10 seconds after SIGINT, then send SIGKILL 10 seconds after SIGTERM. The delay between signals allows user programs to catch the signals and clean up before the job terminates.

To override the 10 second interval, use the parameter JOB_TERMINATE_INTERVAL in the `lsb.params` file. See the *IBM Platform LSF Configuration Reference* for information about the `lsb.params` file.

LSF invokes the TERMINATE action when:

- The user or LSF administrator issues a **bkill** or **brequeue** command to the job
- The TERMINATE_WHEN parameter in the queue definition (`lsb.queues`) causes a SUSPEND action to be redirected to TERMINATE
- The job reaches its CPULIMIT, MEMLIMIT, RUNLIMIT or PROCESSLIMIT
- The administrator defines a cluster wide termination grace period for killing orphan jobs, or the user issues a **bsub -w -ti** command sub-option to enforce immediate automatic orphan job termination on a per-job basis.

If the execution of an action is in progress, no further actions are initiated unless it is the TERMINATE action. A TERMINATE action is issued for all job states except PEND.

Windows job control actions

On Windows, actions equivalent to the UNIX signals have been implemented to do the default job control actions. Job control messages replace the SIGINT and SIGTERM signals, but only customized applications will be able to process them. Termination is implemented by the TerminateProcess() system call.

See *IBM Platform LSF Programmer's Guide* for more information about LSF signal handling on Windows.

Configure job control actions

Several situations may require overriding or augmenting the default actions for job control. For example:

- Notifying users when their jobs are suspended, resumed, or terminated
- An application holds resources that are not freed by suspending the job. The administrator can set up an action to be performed that causes the resource to be released before the job is suspended and re-acquired when the job is resumed.
- The administrator wants the job checkpointed before being:
  - Suspended when a run window closes
  - Killed when the RUNLIMIT is reached
- A distributed parallel application must receive a catchable signal when the job is suspended, resumed or terminated to propagate the signal to remote processes.

To override the default actions for the SUSPEND, RESUME, and TERMINATE job controls, specify the JOB_CONTROLS parameter in the queue definition in `lsb.queues`.

JOB_CONTROLS parameter (lsb.queues):
The JOB_CONTROLS parameter has the following format:

```
Begin Queue
...
JOB_CONTROLS = SUSPEND[signal | CHKPNT | command] \
               RESUME[signal | command]  \
               TERMINATE[signal | CHKPNT | command]
...
End Queue
```

When LSF needs to suspend, resume, or terminate a job, it invokes one of the following actions as specified by SUSPEND, RESUME, and TERMINATE.

signal

A UNIX signal name (for example, SIGTSTP or SIGTERM). The specified signal is sent to the job.

The same set of signals is not supported on all UNIX systems. To display a list of the symbolic names of the signals (without the SIG prefix) supported on your system, use the **kill -l** command.

CHKPNT

Checkpoint the job. Only valid for SUSPEND and TERMINATE actions.

- If the SUSPEND action is CHKPNT, the job is checkpointed and then stopped by sending the SIGSTOP signal to the job automatically.
- If the TERMINATE action is CHKPNT, then the job is checkpointed and killed automatically.

command

A `/bin/sh` command line.

- Do not quote the command line inside an action definition.

- Do not specify a signal followed by an action that triggers the same signal (for example, do not specify `JOB_CONTROLS=TERMINATE[bkill]` or `JOB_CONTROLS=TERMINATE[brequeue]`). This will cause a deadlock between the signal and the action.

Use a command as a job control action

- The command line for the action is run with **`/bin/sh -c`** so you can use shell features in the command.
- The command is run as the user of the job.
- All environment variables set for the job are also set for the command action. The following additional environment variables are set:
  - LSB_JOBPGIDS: A list of current process group IDs of the job
  - LSB_JOBPIDS: A list of current process IDs of the job
- For the SUSPEND action command, the environment variables LSB_SUSP_REASONS and LSB_SUSP_SUBREASONS are also set. Use them together in your custom job control to determine the exact load threshold that caused a job to be suspended.
  - LSB_SUSP_REASONS: An integer representing a bitmap of suspending reasons as defined in `lsbatch.h`. The suspending reason can allow the command to take different actions based on the reason for suspending the job.
  - LSB_SUSP_SUBREASONS: An integer representing the load index that caused the job to be suspended. When the suspending reason SUSP_LOAD_REASON (suspended by load) is set in LSB_SUSP_REASONS, LSB_SUSP_SUBREASONS is set to one of the load index values defined in `lsf.h`.
- The standard input, output, and error of the command are redirected to the NULL device, so you cannot tell directly whether the command runs correctly. The default null device on UNIX is `/dev/null`.
- You should make sure the command line is correct. If you want to see the output from the command line for testing purposes, redirect the output to a file inside the command line.

TERMINATE job actions

Use caution when configuring TERMINATE job actions that do more than just kill a job. For example, resource usage limits that terminate jobs change the job state to SSUSP while LSF waits for the job to end. If the job is not killed by the TERMINATE action, it remains suspended indefinitely.

TERMINATE_WHEN parameter (lsb.queues):
In certain situations you may want to terminate the job instead of calling the default SUSPEND action. For example, you may want to kill jobs if the run window of the queue is closed. Use the TERMINATE_WHEN parameter to configure the queue to invoke the TERMINATE action instead of SUSPEND.

See the *IBM Platform LSF Configuration Reference* for information about the `lsb.queues` file and the TERMINATE_WHEN parameter.

Syntax:

```
TERMINATE_WHEN = [LOAD] [PREEMPT] [WINDOW]
```

Example:
The following defines a night queue that will kill jobs if the run window closes.

```
Begin Queue
NAME           = night
RUN_WINDOW     = 20:00-08:00
TERMINATE_WHEN = WINDOW
JOB_CONTROLS   = TERMINATE[ kill -KILL $LSB_JOBPIDS; \
     echo "job $LSB_JOBID killed by queue run window" | \
     mail $USER ]
End Queue
```

LSB_SIGSTOP parameter (lsf.conf):
Use LSB_SIGSTOP to configure the SIGSTOP signal sent by the default SUSPEND action.

If LSB_SIGSTOP is set to anything other than SIGSTOP, the SIGTSTP signal that is normally sent by the SUSPEND action is not sent. For example, if LSB_SIGSTOP=SIGKILL, the three default signals sent by the TERMINATE action (SIGINT, SIGTERM, and SIGKILL) are sent 10 seconds apart.

Avoid signal and action deadlock:
Do not configure a job control to contain the signal or command that is the same as the action associated with that job control. This will cause a deadlock between the signal and the action.

For example, the **bkill** command uses the TERMINATE action, so a deadlock results when the TERMINATE action itself contains the **bkill** command.

Any of the following job control specifications will cause a deadlock:

- JOB_CONTROLS=TERMINATE[bkill]
- JOB_CONTROLS=TERMINATE[brequeue]
- JOB_CONTROLS=RESUME[bresume]
- JOB_CONTROLS=SUSPEND[bstop]

Customize cross-platform signal conversion

LSF supports signal conversion between UNIX and Windows for remote interactive execution through RES.

On Windows, the CTRL+C and CTRL+BREAK key combinations are treated as signals for console applications (these signals are also called console control actions).

LSF supports these two Windows console signals for remote interactive execution. LSF regenerates these signals for user tasks on the execution host.

Default signal conversion:
In a mixed Windows/UNIX environment, LSF has the following default conversion between the Windows console signals and the UNIX signals:

Windows	UNIX
CTRL+C	**SIGINT**
CTRL+BREAK	**SIGQUIT**

For example, if you issue the **lsrun** or **bsub -I** commands from a Windows console but the task is running on an UNIX host, pressing the CTRL+C keys will generate a UNIX SIGINT signal to your task on the UNIX host. The opposite is also true.

Custom signal conversion:
For **lsrun** (but not **bsub -I**), LSF allows you to define your own signal conversion using the following environment variables:

- LSF_NT2UNIX_CTRLC
- LSF_NT2UNIX_CTRLB

For example:

- LSF_NT2UNIX_CTRLC=SIGXXXX
- LSF_NT2UNIX_CTRLB=SIGYYYY

Here, SIGXXXX/SIGYYYY are UNIX signal names such as SIGQUIT, SIGTINT, etc. The conversions will then be: CTRL+C=SIGXXXX and CTRL+BREAK=SIGYYYY.

If both LSF_NT2UNIX_CTRLC and LSF_NT2UNIX_CTRLB are set to the same value (LSF_NT2UNIX_CTRLC=SIGXXXX and LSF_NT2UNIX_CTRLB=SIGXXXX), CTRL+C will be generated on the Windows execution host.

For **bsub -I**, there is no conversion other than the default conversion.

Process tracking through cgroups

This feature depends on the Control Groups (cgroups) functions provided by the LINUX kernel. The cgroups functions are supported on x86_64 and PowerPC LINUX with kernel version 2.6.24 or later.

Process tracking through cgroups can capture job processes that are not in the existing job's process tree and have process group IDs that are different from the existing ones, or job processes that run very quickly, before LSF has a chance to find them in the regular or on-demand process table scan issued by PIM.

Process tracking is controlled by two parameters in lsf.conf:

- **LSF_PROCESS_TRACKING**: Tracks job processes and executes job control functions such as termination, suspension, resume and other signaling, on Linux systems which support cgroup's freezer subsystem.
- **LSF_LINUX_CGROUP_ACCT**: Tracks processes based on CPU and memory accounting for Linux systems that support cgroup's memory and cpuacct subsystems.

If you plan to use the process tracking and cgroup accounting, you must set up freezer, cpuacct and memory subsystems on each machine in the cluster which support cgroups.

For example, to configure the cgroup's subsystems to support both LSF cgroup features:

- For Linux kernel versions earlier than 3.0 (for example, Red Hat 6.2, 6.3 and 6.4, and SUSE 11 Patch 1), add the following lines to `/etc/fstab`:

  CAUTION: Confirm that the appropriate functionality is correctly installed on the system before making updates to /etc/fstab.

  ```
  cgroup /cgroup/freezer cgroup freezer,ns 0 0
  cgroup /cgroup/cpuset cgroup cpuset 0 0
  cgroup /cgroup/cpuacct cgroup cpuacct 0 0
  cgroup /cgroup/memory cgroup memory 0 0
  ```

- For Linux kernel versions above 3.0 (for example, SUSE 11 Patch 2), add the following lines to `/etc/fstab`:

```
cgroup /cgroup/freezer cgroup freezer 0 0
cgroup /cgroup/cpuset cgroup cpuset 0 0
cgroup /cgroup/cpuacct cgroup cpuacct 0 0
cgroup /cgroup/memory cgroup memory 0 0
```

Then, run the following command: **mount -a -t cgroup**

Make sure these directories (/cgroup/freezer, /cgroup/cpuset, /cgroup/cpuacct, /cgroup/memory) exist in the /cgroup directory before the **mount** command is issued.

If you only want to enable one LSF cgroup feature (for example, **LSF_LINUX_CGROUP_ACCT**), add the following lines to /etc/fstab:

```
cgroup /cgroup/cpuacct cgroup cpuacct 0 0
cgroup /cgroup/memory cgroup memory 0 0
```

Or, if you use **cgconfig** to manage cgroups, you can instead configure the cgroup's subsystems to support both LSF cgroup features by adding the following to /etc/cgconfig.conf:

```
mount {
 freezer = /cgroup/freezer;
 cpuset =  /cgroup/cpuset;
 cpuacct = /cgroup/cpuacct;
 memory = /cgroup/memory;
}
```

To start or restart the cgconfig service, use /etc/init.d/cgconfig start|restart. Normally, the cgconfig is not installed by default. To install it, use the corresponding rpm package libcgroup for Red Hat and libcgroup1 for SUSE.

For one successful cgroup mount operation, you can use the file /proc/mounts to check, it should contains the lines similar as:

```
cgroup /cgroup/freezer cgroup rw,relatime,freezer 0 0
cgroup /cgroup/cpuset cgroup rw,relatime,cpuset 0 0
cgroup /cgroup/cpuacct cgroup rw,relatime,cpuacct 0 0
cgroup /cgroup/memory cgroup rw,relatime,memory 0 0
```

If you no longer need the cgroup subsystem mounted, you can use the command **umount -a -t cgroup** to dismount all cgroup type mounting points listed in /etc/fstab.

You can also dismount them individually, such as:

```
umount /cgroup/freezer
umount /cgroup/cpuset
umount /cgroup/cpuacct
umount /cgroup/memory
```

External Job Submission and Execution Controls

The job submission and execution controls feature enables you to use external, site-specific executables to validate, modify, and reject jobs, transfer data, and modify the job execution environment. By writing external submission (**esub**) and external execution (**eexec**) binaries or scripts, you can, for example, prevent the overuse of resources, specify execution hosts, or set required environment variables based on the job submission options.

About job submission and execution controls

The job submission and execution controls feature uses the executables **esub** and **eexec** to control job options and the job execution environment.

External submission (esub)

An **esub** is an executable that you write to meet the job requirements at your site. The following are some of the things that you can use an **esub** to do:

- Validate job options
- Change the job options specified by a user
- Change user environment variables on the submission host (at job submission only)
- Reject jobs (at job submission only)
- Pass data to stdin of **eexec**

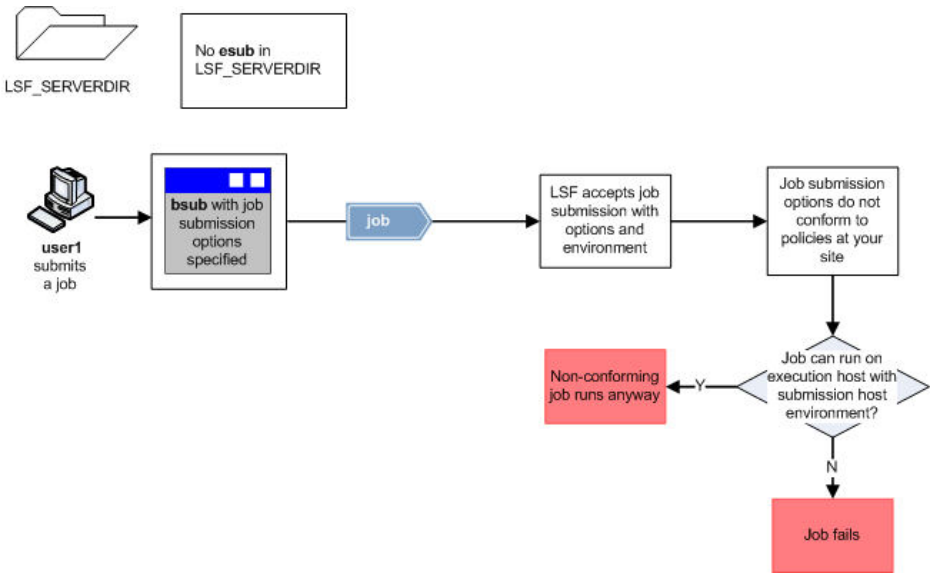
When a user submits a job using **bsub** or modifies a job using **bmod**, LSF runs the **esub** executable(s) on the submission host before accepting the job. If the user submitted the job with options such as `-R` to specify required resources or `-q` to specify a queue, an **esub** can change the values of those options to conform to resource usage policies at your site.

Note:

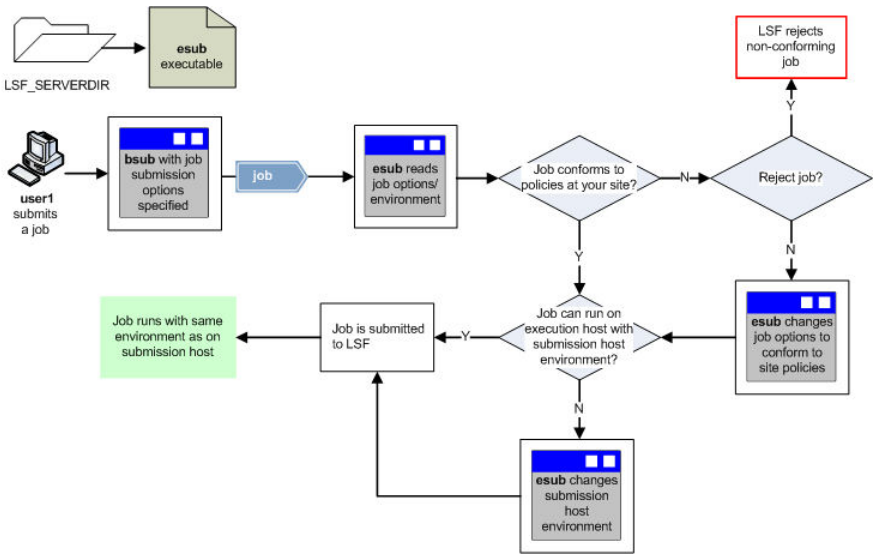
When compound resource requirements are used at any level, an esub can create job-level resource requirements which overwrite most application-level and queue-level resource requirements.

An `esub` can also change the user environment on the submission host prior to job submission so that when LSF copies the submission host environment to the execution host, the job runs on the execution host with the values specified by the **esub**. For example, an **esub** can add user environment variables to those already associated with the job.

Use of esub not enabled



With esub enabled



An **esub** executable is typically used to enforce site-specific job submission policies and command-line syntax by validating or pre-parsing the command line. The file indicated by the environment variable **LSB_SUB_PARM_FILE** stores the values submitted by the user. An **esub** reads the **LSB_SUB_PARM_FILE** and then accepts or changes the option values or rejects the job. Because an **esub** runs before job submission, using an **esub** to reject incorrect job submissions improves overall system performance by reducing the load on the master batch daemon (mbatchd).

An **esub** can be used to:

- Reject any job that requests more than a specified number of CPUs
- Change the submission queue for specific user accounts to a higher priority queue
- Check whether the job specifies an application and, if so, submit the job to the correct application profile

Note:

If an **esub** executable fails, the job will still be submitted to LSF.

Multiple esub executables

LSF provides a master external submission executable (`LSF_SERVERDIR/mesub`) that supports the use of application-specific **esub** executables. Users can specify one or more **esub** executables using the `-a` option of **bsub** or **bmod**. When a user submits or modifies a job or when a user restarts a job that was submitted or modified with the `-a` option included, **mesub** runs the specified **esub** executables.

An LSF administrator can specify one or more mandatory **esub** executables by defining the parameter **LSB_ESUB_METHOD** in `lsf.conf`. If a mandatory **esub** is defined, **mesub** runs the mandatory **esub** for all jobs submitted to LSF in addition to any **esub** executables specified with the `-a` option.

The naming convention is `esub.`*`application`*. LSF always runs the executable named "**esub**" (without *.application*) if it exists in **LSF_SERVERDIR**.

Note:

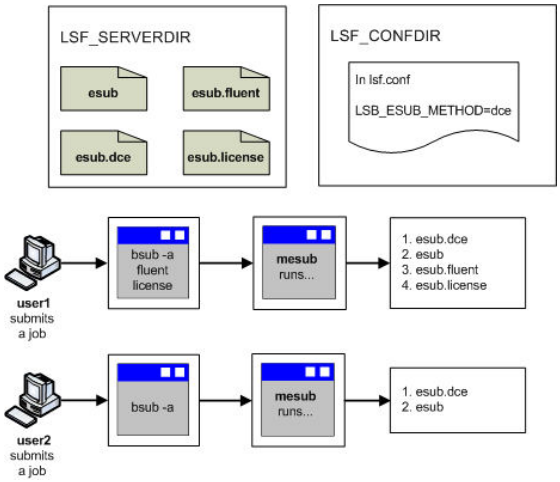
All esub executables must be stored in the **LSF_SERVERDIR** directory defined in `lsf.conf`.

The **mesub** runs multiple **esub** executables in the following order:

1. The mandatory **esub** or **esubs** specified by **LSB_ESUB_METHOD** in `lsf.conf`
2. Any executable with the name "esub" in **LSF_SERVERDIR**
3. One or more **esubs** in the order specified by **bsub -a**

Example of multiple esub execution

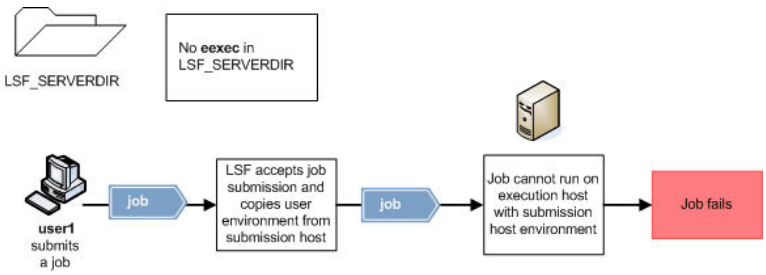
An **esub** runs only once, even if it is specified by both the **bsub -a** option and the parameter **LSB_ESUB_METHOD**.



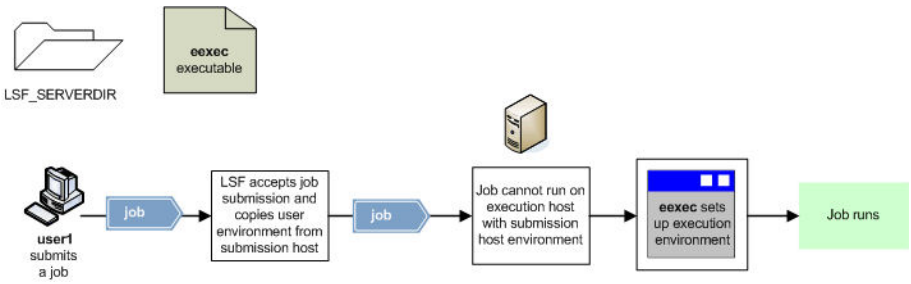
External execution (eexec)

An **eexec** is an executable that you write to control the job environment on the execution host.

Use of eexec not enabled



With eexec enabled



The following are some of the things that you can use an **eexec** to do:

- Monitor job state or resource usage
- Receive data from stdout of **esub**
- Run a shell script to create and populate environment variables needed by jobs
- Monitor the number of tasks running on a host and raise a flag when this number exceeds a pre-determined limit
- Pass DCE credentials and AFS tokens using a combination of **esub** and **eexec** executables; LSF functions as a pipe for passing data from the stdout of **esub** to the stdin of **eexec**

For example, if you have a mixed UNIX and Windows cluster, the submission and execution hosts might use different operating systems. In this case, the submission host environment might not meet the job requirements when the job runs on the execution host. You can use an **eexec** to set the correct user environment between the two operating systems.

Typically, an **eexec** executable is a shell script that creates and populates the environment variables required by the job. An **eexec** can also monitor job execution and enforce site-specific resource usage policies.

If an **eexec** executable exists in the directory specified by **LSF_SERVERDIR**, LSF invokes that **eexec** for all jobs submitted to the cluster. By default, LSF runs **eexec** on the execution host before the job starts. The job process that invokes **eexec** waits for **eexec** to finish before continuing with job execution.

Unlike a pre-execution command defined at the job, queue, or application levels, an **eexec**:

- Runs at job start, finish, or checkpoint
- Allows the job to run without pending if **eexec** fails; **eexec** has no effect on the job state
- Runs for all jobs, regardless of queue or application profile

Scope

Applicability	Details
Operating system	• UNIX and Linux • Windows
Security	• Data passing between **esub** on the submission host and **eexec** on the execution host is not encrypted.

Applicability	Details
Job types	• Batch jobs submitted with **bsub** or modified by **bmod**. • Batch jobs restarted with **brestart**. • Interactive tasks submitted with **lsrun** and **lsgrun** (**eexec** only).
Dependencies	• UNIX and Windows user accounts must be valid on all hosts in the cluster, or the correct type of account mapping must be enabled. – For a mixed UNIX/Windows cluster, UNIX/Windows user account mapping must be enabled. – For a cluster with a non-uniform user name space, between-host account mapping must be enabled. – For a MultiCluster environment with a non-uniform user name space, cross-cluster user account mapping must be enabled. • User accounts must have the correct permissions to successfully run jobs. • An **eexec** that requires root privileges to run on UNIX, must be configured to run as the root user.
Limitations	• Only an **esub** invoked by **bsub** can change the job environment on the submission host. An **esub** invoked by **bmod** or **brestart** cannot change the environment. • Any **esub** messages provided to the user must be directed to standard error, not to standard output. Standard output from any **esub** is automatically passed to **eexec**. • An **eexec** can handle only one standard output stream from an **esub** as standard input to **eexec**. You must make sure that your eexec handles standard output from correctly if any **esub** writes to standard output. • The **esub**/**eexec** combination cannot handle daemon authentication. To configure daemon authentication, you must enable external authentication, which uses the **eauth** executable.

Configuration to enable job submission and execution controls

This feature is enabled by the presence of at least one **esub** or one **eexec** executable in the directory specified by the parameter **LSF_SERVERDIR** in `lsf.conf`. LSF does not include a default **esub** or **eexec**; you should write your own executables to meet the job requirements of your site.

Executable file	UNIX naming convention	Windows naming convention
esub	LSF_SERVERDIR/ esub.*application*	LSF_SERVERDIR\ esub.*application*.exe LSF_SERVERDIR\ esub.*application*.bat
eexec	LSF_SERVERDIR/eexec	LSF_SERVERDIR\eexec.exe LSF_SERVERDIR\eexec.bat

The name of your **esub** should indicate the application with which it runs. For example: `esub.fluent`.

Restriction:

The name `esub.user` is reserved. Do not use the name `esub.user` for an application-specific **esub**.

Valid file names contain only alphanumeric characters, underscores (_), and hyphens (-).

Once the **LSF_SERVERDIR** contains one or more **esub** executables, users can specify the **esub** executables associated with each job they submit. If an **eexec** exists in **LSF_SERVERDIR**, LSF invokes that **eexec** for all jobs submitted to the cluster.

The following **esub** executables are provided as separate packages, available from IBM Inc. upon request:

- **esub.openmpi**: OpenMPI job submission
- **esub.pvm**: PVM job submission
- **esub.poe**: POE job submission
- **esub.ls_dyna**: LS-Dyna job submission
- **esub.fluent**: FLUENT job submission
- **esub.afs** or **esub.dce**: for installing LSF onto an AFS or DCE filesystem
- **esub.lammpi:** LAM/MPI job submission
- **esub.mpich_gm**: MPICH-GM job submission
- **esub.intelmpi**: Intel® MPI job submission
- **esub.bproc**: Beowulf Distributed Process Space (BProc) job submission
- **esub.mpich2**: MPICH2 job submission
- **esub.mpichp4**: MPICH-P4 job submission
- **esub.mvapich**: MVAPICH job submission
- **esub.tv**, **esub.tvlammpi**, **esub.tvmpich_gm**, **esub.tvpoe**: TotalView® debugging for various MPI applications.

Environment variables used by esub

When you write an **esub**, you can use the following environment variables provided by LSF for the **esub** execution environment:

LSB_SUB_PARM_FILE
Points to a temporary file that LSF uses to store the **bsub** options entered in the

command line. An **esub** reads this file at job submission and either accepts the values, changes the values, or rejects the job. Job submission options are stored as name-value pairs on separate lines with the format `option_name=value`.

For example, if a user submits the following job,

```
bsub -q normal -x -P myproject -R "r1m rusage[mem=100]" -n 90 myjob
```

The **LSB_SUB_PARM_FILE** contains the following lines:

```
LSB_SUB_QUEUE="normal"
LSB_SUB_EXLUSIVE=Y
LSB_SUB_RES_REQ="r1m usage[mem=100]"
LSB_SUB_PROJECT_NAME="myproject"
LSB_SUB_COMMAND_LINE="myjob"
LSB_SUB_NUM_PROCESSORS=90
LSB_SUB_MAX_NUM_PROCESSORS=90
```

An **esub** can change any or all of the job options by writing to the file specified by the environment variable **LSB_SUB_MODIFY_FILE**.

The temporary file pointed to by **LSB_SUB_PARM_FILE** stores the following information:

Option	bsub or bmod option	Description
LSB_SUB_ADDITIONAL	`-a`	String that contains the application name or names of the **esub** executables requested by the user. **Restriction:** This is the only option that an **esub** cannot change or add at job submission.
LSB_SUB_BEGIN_TIME	`-b`	Begin time, in seconds since 00:00:00 GMT, Jan. 1, 1970
LSB_SUB_CHKPNT_DIR	`-k`	Checkpoint directory The file path of the checkpoint directory can contain up to 4000 characters for UNIX and Linux, or up to 255 characters for Windows, including the directory and file name.
LSB_SUB_COMMAND_LINE	**bsub** job command argument	**LSB_SUB_COMMANDNAME** must be set in `lsf.conf` to enable **esub** to use this variable.
LSB_SUB_CHKPNT_PERIOD	`-k`	Checkpoint period in seconds
LSB_SUB3_CWD	`-cwd`	Current working directory
LSB_SUB_DEPEND_COND	`-w`	Dependency condition
LSB_SUB_ERR_FILE	`-e`, `-eo`	Standard error file name
LSB_SUB_EXCLUSIVE	`-x`	Exclusive execution, specified by "Y"

Option	bsub or bmod option	Description
LSB_SUB_HOLD	-H	Hold job
LSB_SUB_HOST_SPEC	-c or -w	Host specifier, limits the CPU time or RUN time.
LSB_SUB_HOSTS	-m	List of requested execution host names
LSB_SUB_IN_FILE	-i, -io	Standard input file name
LSB_SUB_INTERACTIVE	-I	Interactive job, specified by "Y"
LSB_SUB_LOGIN_SHELL	-L	Login shell
LSB_SUB_JOB_ DESCRIPTION	-Jd	Job description
LSB_SUB_JOB_NAME	-J	Job name
LSB_SUB_JOB _WARNING_ACTION	-wa	Job warning action
LSB_SUB_JOB_ACTION _WARNING_TIME	-wt	Job warning time period
LSB_SUB_MAIL_USER	-u	Email address to which LSF sends job-related messages
LSB_SUB_MAX_NUM _PROCESSORS	-n	Maximum number of processors requested
LSB_MC_SUB_CLUSTERS	-clusters	Cluster names
LSB_SUB_MODIFY	**bmod**	Indicates that **bmod** invoked **esub**, specified by "Y".
LSB_SUB_MODIFY_ONCE	**bmod**	Indicates that the job options specified at job submission have already been modified by **bmod**, and that **bmod** is invoking **esub** again, specified by "Y".
LSB_SUB4_NETWORK	-network	Defines network requirements before job submission
LSB_SUB4_ORPHAN_TERM_NO_WAIT	-ti	Tells LSF to terminate an orphaned job immediately (ignores the grace period).

Option	bsub or bmod option	Description
LSB_SUB_NOTIFY_BEGIN	**-B**	LSF sends an email notification when the job begins, specified by "Y".
LSB_SUB_NOTIFY_END	**-N**	LSF sends an email notification when the job ends, specified by "Y".
LSB_SUB_NUM_PROCESSORS	**-n**	Minimum number of processors requested.
LSB_SUB_OTHER_FILES	**bmod -f**	Indicates the number of files to be transferred. The value is **SUB_RESET** if **bmod** is being used to reset the number of files to be transferred. The file path of the directory can contain up to 4094 characters for UNIX and Linux, or up to 255 characters for Windows, including the director and file name.
LSB_SUB_OTHER_FILES *_number*	**bsub -f**	The *number* indicates the particular file transfer value in the specified file transfer expression. For example, for **bsub -f "a > b" -f "c < d"**, the following would be defined: **LSB_SUB_OTHER_FILES**=2 **LSB_SUB_OTHER_FILES_0**="a > b" **LSB_SUB_OTHER_FILES_1**="c < d"
LSB_SUB4_OUTDIR	**-outdir**	Output directory
LSB_SUB_OUT_FILE	**-o**, **-oo**	Standard output file name.
LSB_SUB_PRE_EXEC	**-E**	Pre-execution command. The file path of the directory can contain up to 4094 characters for UNIX and Linux, or up to 255 characters for Windows, including the directory and file name.
LSB_SUB_PROJECT_NAME	**-P**	Project name.
LSB_SUB_PTY	**-Ip**	An interactive job with PTY support, specified by "Y"

Option	bsub or bmod option	Description
LSB_SUB_PTY_SHELL	-Is	An interactive job with PTY shell support, specified by "Y"
LSB_SUB_QUEUE	-q	Submission queue name
LSB_SUB_RERUNNABLE	-r	"Y" specifies a rerunnable job "N" specifies a nonrerunnable job (specified with bsub -rn). The job is not rerunnable even it was submitted to a rerunable queue or application profile For bmod -rn, the value is SUB_RESET.
LSB_SUB_RES_REQ	-R	Resource requirement string—*does not* support multiple resource requirement strings
LSB_SUB_RESTART	**brestart**	"Y" indicates to **esub** that the job options are associated with a restarted job.
LSB_SUB_RESTART_FORCE	**brestart** -f	"Y" indicates to **esub** that the job options are associated with a forced restarted job.
LSB_SUB_RLIMIT_CORE	-C	Core file size limit
LSB_SUB_RLIMIT_CPU	-c	CPU limit
LSB_SUB_RLIMIT_DATA	-D	Data size limit For AIX, if the XPG_SUS_ENV=ON environment variable is set in the user's environment before the process is executed and a process attempts to set the limit lower than current usage, the operation fails with errno set to EINVAL. If the XPG_SUS_ENV environment variable is not set, the operation fails with errno set to EFAULT.
LSB_SUB_RLIMIT_FSIZE	-F	File size limit
LSB_SUB_RLIMIT_PROCESS	-p	Process limit
LSB_SUB_RLIMIT_RSS	-M	Resident size limit

Option	bsub or bmod option	Description
LSB_SUB_RLIMIT_RUN	-W	Wall-clock run limit in seconds. (Note this is not in minutes, unlike the run limit specified by bsub -W)
LSB_SUB_RLIMIT_STACK	-S	Stack size limit
LSB_SUB_RLIMIT_THREAD	-T	Thread limit
LSB_SUB_TERM_TIME	-t	Termination time, in seconds, since 00:00:00 GMT, Jan. 1, 1970
LSB_SUB_TIME_EVENT	-wt	Time event expression
LSB_SUB_USER_GROUP	-G	User group name
LSB_SUB_WINDOW_SIG	-s	Window signal number
LSB_SUB2_JOB_GROUP	-g	Submits a job to a job group
LSB_SUB2_LICENSE_PROJECT	-Lp	License Scheduler project name
LSB_SUB2_IN_FILE_SPOOL	-is	Spooled input file name
LSB_SUB2_JOB_CMD_SPOOL	-Zs	Spooled job command file name
LSB_SUB2_JOB_PRIORITY	-sp	Job priority For bmod -spn, the value is SUB_RESET.
LSB_SUB2_SLA	-sla	SLA scheduling options
LSB_SUB2_USE_RSV	-U	Advance reservation ID
LSB_SUB3_ABSOLUTE_PRIORITY	**bmod** -aps **bmod** -apsn	For **bmod** -aps, the value equal to the APS string given. For **bmod** -apsn, the value is **SUB_RESET**.
LSB_SUB3_AUTO_RESIZABLE	-ar	Job autoresizable attribute. **LSB_SUB3_AUTO_RESIZABLE=Y** if **bsub -ar -app** or **bmod -ar** is specified. LSB_SUB3_AUTO_RESIABLE= SUB_RESET if **bmod -arn** is used.

Option	bsub or bmod option	Description
LSB_SUB3_APP	-app	Application profile name For bmod -appn, the value is SUB_RESET.
LSB_SUB3_CWD	-cwd	Current working directory
LSB_SUB3_ INIT_CHKPNT_PERIOD	-k init	Initial checkpoint period
LSB_SUB **_INTERACTIVE** **LSB_SUB3_INTERACTIVE_SSH**	**bsub -IS**	The session of the interactive job is encrypted with SSH.
LSB_SUB **_INTERACTIVE** **LSB_SUB_PTY** **LSB_SUB3_INTERACTIVE_SSH**	bsub –ISp	If LSB_SUB_INTERACTIVE is specified by "Y", LSB_SUB_PTY is specified by "Y", and LSB_SUB3_INTERACTIVE_SSH is specified by "Y", the session of interactive job with PTY support is encrypted by SSH.
LSB_SUB **_INTERACTIVE** **LSB_SUB_PTY** **LSB_SUB_PTY_SHELL** **LSB_SUB3_INTERACTIVE_SSH**	bsub –ISs	If LSB_SUB_INTERACTIVE is specified by "Y", LSB_SUB_PTY is specified by "Y", LSB_SUB_PTY_SHELL is specified by "Y", and LSB_SUB3_INTERACTIVE_SSH is specified by "Y", the session of interactive job with PTY shell support is encrypted by SSH.
LSB_SUB3_JOB **_REQUEUE**	-Q	String format parameter containing the job requeue exit values For bmod -Qn, the value is SUB_RESET.
LSB_SUB3_MIG	-mig -mign	Migration threshold
LSB_SUB3_POST_EXEC	-Ep	Run the specified post-execution command on the execution host after the job finishes (you must specify the first execution host). The file path of the directory can contain up to 4094 characters for UNIX and Linux, or up to 255 characters for Windows, including the directory and file name.

Option	bsub or bmod option	Description
LSB_SUB3_RESIZE_NOTIFY_CMD	**-rnc**	Job resize notification command. **LSB_SUB3_RESIZE_NOTIFY_CMD=**<*cmd*> if **bsub -rnc** or **bmod -rnc** is specified. **LSB_SUB3_RESIZE_NOTIFY_CMD =SUB_RESET** if **bmod -rnc** is used.
LSB_SUB3_RUNTIME_ESTIMATION	**-We**	Runtime estimate in seconds. (Note this is not in minutes, unlike the runtime estimate specified by bsub -We)
LSB_SUB3_RUNTIME_ESTIMATION_ACC	**-We+**	Runtime estimate that is the accumulated run time plus the runtime estimate
LSB_SUB3_RUNTIME_ESTIMATION_PERC	**-Wep**	Runtime estimate in percentage of completion
LSB_SUB3_USER_SHELL_LIMITS	**-ul**	Pass user shell limits to execution host
LSB_SUB_INTER-ACTIVE **LSB_SUB3_XJOB_SSH**	**bsub -IX**	If both are set to "Y", the session between the X-client and X-server as well as the session between the execution host and submission host are encrypted with SSH.
LSF_SUB4_SUB_ENV_VARS	**-env**	Controls the propagation of job submission environment variables to the execution hosts. If any environment variables in **LSF_SUB4_SUB_ENV_VARS** conflict with the contents of the **LSB_SUB_MODIFY_ENVFILE** file, the conflicting environment variables in **LSB_SUB_MODIFY_ENVFILE** will take effect.

LSB_SUB_MODIFY_FILE

Points to the file that **esub** uses to modify the **bsub** job option values stored in the **LSB_SUB_PARM_FILE**. You can change the job options by having your **esub** write the new values to the **LSB_SUB_MODIFY_FILE** in any order, using the same format shown for the **LSB_SUB_PARM_FILE**. The value **SUB_RESET**, integers, and boolean values do not require quotes. String parameters must be entered with quotes around each string, or space-separated series of strings.

When your **esub** runs at job submission, LSF checks the **LSB_SUB_MODIFY_FILE** and applies changes so that the job runs with the revised option values.

Restriction:

LSB_SUB_ADDITIONAL is the only option that an **esub** cannot change or add at job submission.

LSB_SUB_MODIFY_ENVFILE
Points to the file that **esub** uses to modify the user environment variables with which the job is submitted (not specified by **bsub** options). You can change these environment variables by having your **esub** write the values to the **LSB_SUB_MODIFY_ENVFILE** in any order, using the format `variable_name=value`, or `variable_name="string"`.

LSF uses the **LSB_SUB_MODIFY_ENVFILE** to change the environment variables on the submission host. When your **esub** runs at job submission, LSF checks the **LSB_SUB_MODIFY_ENVFILE** and applies changes so that the job is submitted with the new environment variable values. LSF associates the new user environment with the job so that the job runs on the execution host with the new user environment.

LSB_SUB_ABORT_VALUE
Indicates to LSF that a job should be rejected. For example, if you want LSF to reject a job, your **esub** should contain the line

```
exit $LSB_SUB_ABORT_VALUE
```

Restriction: When an **esub** exits with the **LSB_SUB_ABORT_VALUE**, **esub** must not write to **LSB_SUB_MODIFY_FILE** or to **LSB_SUB_MODIFY_ENVFILE**.

If multiple **esubs** are specified and one of the **esubs** exits with a value of **LSB_SUB_ABORT_VALUE**, LSF rejects the job without running the remaining **esubs** and returns a value of **LSB_SUB_ABORT_VALUE**.

LSB_INVOKE_CMD
Specifies the name of the LSF command that most recently invoked an external executable.

The length of environment variables used by esub must be less than 4096.

Environment variables used by eexec

When you write an **eexec**, you can use the following environment variables in addition to all user-environment or application-specific variables.

LS_EXEC_T
Indicates the stage or type of job execution. LSF sets **LS_EXEC_T** to:

- START at the beginning of job execution
- END at job completion
- CHKPNT at job checkpoint start

LS_JOBPID
Stores the process ID of the LSF process that invoked **eexec**. If **eexec** is intended to monitor job execution, **eexec** must spawn a child and then have the parent **eexec** process exit. The **eexec** child should periodically test that the job process is still alive using the **LS_JOBPID** variable.

Job submission and execution controls behavior

The following examples illustrate how customized **esub** and **eexec** executables can control job submission and execution.

Validating job submission parameters using esub

When a user submits a job using **bsub-P**, LSF accepts any project name entered by the user and associates that project name with the job. This example shows an **esub** that supports project-based accounting by enforcing the use of valid project names for jobs submitted by users who are eligible to charge to those projects. If a user submits a job to any project other than proj1 or proj2, or if the user name is not user1 or user2, LSF rejects the job based on the exit value of **LSB_SUB_ABORT_VALUE**.

```
#!/bin/sh
. $LSB_SUB_PARM_FILE
# Redirect stderr to stdout so echo can be used for error messages exec 1>&2
# Check valid projects
if [ $LSB_SUB_PROJECT_NAME != "proj1" -o $LSB_SUB_PROJECT_NAME != "proj2" ]; then
 echo "Incorrect project name specified"
   exit $LSB_SUB_ABORT_VALUE
fi
USER=`whoami`
if [ $LSB_SUB_PROJECT_NAME="proj1" ]; then
# Only user1 and user2 can charge to proj1
 if [$USER != "user1" -a $USER != "user2" ]; then
      echo "You are not allowed to charge to this project"
      exit $LSB_SUB_ABORT_VALUE
   fi
fi
```

Changing job submission parameters using esub

The following example shows an **esub** that modifies job submission options and environment variables based on the user name that submits a job. This **esub** writes the changes to **LSB_SUB_MODIFY_FILE** for userA and to **LSB_SUB_MODIFY_ENVFILE** for userB. LSF rejects all jobs submitted by userC without writing to either file:

```
#!/bin/sh
. $LSB_SUB_PARM_FILE
# Redirect stderr to stdout so echo can be used for error messages exec 1>&2
USER=`whoami`
# Make sure userA is using the right queue queueA
if [ $USER="userA" -a $LSB_SUB_QUEUE != "queueA" ]; then
   echo "userA has submitted a job to an incorrect queue"
   echo "...submitting to queueA"
   echo 'LSB_SUB_QUEUE="queueA"' > $LSB_SUB_MODIFY_FILE
fi
# Make sure userB is using the right shell (/bin/sh)
if [ $USER="userB" -a $SHELL != "/bin/sh" ]; then
   echo "userB has submitted a job using $SHELL"
   echo "...using /bin/sh instead"
   echo 'SHELL="/bin/sh"' > $LSB_SUB_MODIFY_ENVFILE
fi
# Deny userC the ability to submit a job
if [ $USER="userC" ]; then
   echo "You are not permitted to submit a job."
   exit $LSB_SUB_ABORT_VALUE
 fi
```

Monitoring the execution environment using eexec

This example shows how you can use an **eexec** to monitor job execution:

```
#!/bin/sh
# eexec
# Example script to monitor the number of jobs executing through RES.
# This script works in cooperation with an elim that counts the
# number of files in the TASKDIR directory. Each RES process on a host
# will have a file in the TASKDIR directory.
```

```
# Don't want to monitor lsbatch jobs.
if [ "$LSB_JOBID" != "" ] ; then
    exit 0
fi
TASKDIR="/tmp/RES_dir"
# directory containing all the task files
#for the host.
# you can change this to whatever
# directory you wish, just make sure anyone
# has read/write permissions.
# if TASKDIR does not exist create it
if [ "test -d $TASKDIR" != "0" ] ; then
   mkdir $TASKDIR > /dev/null 2>&1
fi
# Need to make sure LS_JOBPID, and USER are defined
# exit normally
if [ "test -z $LS_JOBPID"="0" ] ; then
    exit 0
elif [ "test -z $USER" =  "0" ] ; then
     exit 0
fi
taskFile="$TASKDIR/$LS_JOBPID.$USER"
# Fork grandchild to stay around for the duration of the task
touch $taskFile >/dev/null 2>&1
(
        (while : ;
        do
                kill -0 $LS_JOBPID >/dev/null 2>&1
                if [ $? -eq 0 ] ; then
                        sleep 10  # this is the poll interval
                                  # increase it if you want but
                                   # see the elim for its
                                  # corresponding update interval
            else
                        rm $taskFile >/dev/null 2>&1
                        exit 0
                fi
        done)&
)&
wait
```

Passing data between esub and eexec

A combination of **esub** and **eexec** executables can be used to pass AFS/DCE tokens from the submission host to the execution host. LSF passes data from the standard output of **esub** to the standard input of **eexec**. A daemon wrapper script can be used to renew the tokens.

Configuration to modify job submission and execution controls

There are configuration parameters that modify various aspects of job submission and execution controls behavior by:

- Defining a mandatory **esub** that applies to all jobs in the cluster
- Specifying the **eexec** user account (UNIX only)

Configuration to define a mandatory esub

Configuration file	Parameter and syntax	Behavior
`lsf.conf`	**LSB_ESUB_METHOD**="*esub_application* [*esub_application*] ..."	The specified **esub** or **esubs** run for all jobs submitted to the cluster, in addition to any **esub** specified by the user in the command line • For example, to specify a mandatory **esub** named `esub.fluent`, define **LSB_ESUB_METHOD**=`fluent`

Configuration to specify the eexec user account

The **eexec** executable runs under the submission user account. You can modify this behavior for UNIX hosts by specifying a different user account.

Configuration file	Parameter and syntax	Behavior
`lsf.sudoers`	**LSF_EEXEC_USER**=*user_name*	• Changes the user account under which **eexec** runs

Job submission and execution controls commands

Commands for submission

Command	Description
bsub `-a` *esub_application* [*esub_application*] ...	• Specifies one or more **esub** executables to run at job submission • For example, to specify the **esub** named `esub.fluent`, use `bsub -a fluent` • LSF runs any **esub** executables defined by **LSB_ESUB_METHOD**, followed by the executable named "**esub**" if it exists in LSF_SERVERDIR, followed by the **esub** executables specified by the `-a` option • LSF runs **eexec** if an executable file with that name exists in **LSF_SERVERDIR**
brestart	• Restarts a checkpointed job and runs the **esub** executables specified when the job was submitted • LSF runs any **esub** executables defined by **LSB_ESUB_METHOD**, followed by the executable named "**esub**" if it exists in LSF_SERVERDIR, followed by the **esub** executables specified by the `-a` option • LSF runs **eexec** if an executable file with that name exists in **LSF_SERVERDIR**

Command	Description
lsrun	• Submits an interactive task; LSF runs **eexec** if an **eexec** executable exists in **LSF_SERVERDIR** • LSF runs **eexec** only at task startup (LS_EXEC_T=START)
lsgrun	• Submits an interactive task to run on a set of hosts; LSF runs **eexec** if an **eexec** executable exists in **LSF_SERVERDIR** • LSF runs **eexec** only at task startup (LS_EXEC_T=START)

Commands to monitor

Not applicable: There are no commands to monitor the behavior of this feature.

Commands to control

Command	Description
bmod -a *esub_application* [*esub_application*] ...	• Resubmits a job and changes the **esubs** previously associated with the job • LSF runs any **esub** executables defined by **LSB_ESUB_METHOD**, followed by the executable named "**esub**" if it exists in LSF_SERVERDIR, followed by the **esub** executables specified by the -a option of **bmod** • LSF runs **eexec** if an executable file with that name exists in **LSF_SERVERDIR**
bmod -an	• Dissociates from a job all **esub** executables that were previously associated with the job • LSF runs any **esub** executables defined by **LSB_ESUB_METHOD**, followed by the executable named "**esub**" if it exists in LSF_SERVERDIR • LSF runs **eexec** if an executable file with that name exists in **LSF_SERVERDIR**

Commands to display configuration

Command	Description
badmin showconf	• Displays all configured parameters and their values set in `lsf.conf` or `ego.conf` that affect **mbatchd** and **sbatchd**. Use a text editor to view other parameters in the `lsf.conf` or `ego.conf` configuration files. • In a MultiCluster environment, displays the parameters of daemons on the local cluster.

Use a text editor to view the `lsf.sudoers` configuration file.

Command arguments for job submission and execution controls

esub arguments provide flexibility for filtering and modifying job submissions by letting you specify options for **esub** executables. As of LSF release 9.1.1.1, **bsub –a** supports arguments for a given **esub** executable. Users can customize their **esub** applications, put them under `LSF_SERVERDIR`, and then submit jobs as **bsub –a "esub_application" user_job**.

Specifying **esub** arguments means it is unnecessary to write scripts for different permutations of input. For example, to check if the resource requirements exceed some bound, an argument for specifying the bound can be passed to the **esub** executable. It is not necessary to write a separate script for every bound.

As another example, in the case of Energy Aware Scheduling, a user may want to specify a certain energy or performance goal. Instead of providing and maintaining a separate **esub** for each possible choice (for example, **bsub -a energy_hi energy_low enery_max_performance** etc.), one **esub** can handle all the related options (for example, **"-a eas=a,b,c"**).

You can:

- Specify arguments for **esub** executables with command **bsub -a**
- Modify arguments for **esub** executables for a submitted job with command **bmod -a**
- Specify arguments for **esub** executables when restarting a job with command **brestart -a**

The following are some examples of how to specify arguments for **esub** executables:

- To specify a single argument for a single **esub** executable, use:

  bsub –a "esub_application(var1)" user_job
- To specify multiple arguments for a single **esub** executable, use:

  bsub –a "esub_application(var1,var2,...,varN)" user_job
- To specify multiple arguments including a string argument for a single **esub** executable, use:

  bsub –a "esub_application(var1,var2 is a string,...,varN)" user_job
- To specify arguments for multiple **esub**, use:

```
bsub –a "esub_application1(var1,var2) esubname2(var1,var2)" user_job
```

- To specify no argument to an **esub**, use:

```
bsub –a "esub_application1" user_job
```

The variables you define in the **esub** arguments can include environment variables and command output substitution.

Valid **esub** arguments can contain alphanumeric characters, spaces, special characters (`"\$!) and other characters (~@#%^&*()-=_+[]|{};':,./<>?). Special patterns like variables (e.g., $PATH) and program output (e.g., `ls`) in an **esub** argument will also be processed.

For example, if you use **bsub -a "esub1 ($PATH, `ls`)" user_job**, the first argument passed to **esub1** would be the value of variable *PATH*, and the second argument passed to **esub1** would be the output of command ls.

You can include a special character in an **esub** argument with an escape character or a pair of apostrophes ('). The usage may vary among different shells. You can specify an **esub** argument containing separators ('(', ')', ',') and space characters (' ').

You can also use an escape character '\' to specify arguments containing special characters, separators and space characters. For example:

```
bsub –a "esubname1(var1,var2 contains \(\)\,)" user_job
```

For fault tolerance, extra space characters are allowed between entities including **esub**, separators and arguments. For example, the following is valid input:

```
bsub -a " esub1 ( var1 , var2 ) " user_job
```

The maximum length allowed for an **esub** argument is 1024 characters. The maximum number of arguments allowed for an **esub** is 128.

Interactive Jobs with bsub

About interactive jobs

It is sometimes desirable from a system management point of view to control all workload through a single centralized scheduler.

Running an interactive job through the LSF batch system allows you to take advantage of batch scheduling policies and host selection features for resource-intensive jobs. You can submit a job and the least loaded host is selected to run the job.

Since all interactive batch jobs are subject to LSF policies, you will have more control over your system. For example, you may dedicate two servers as interactive servers, and disable interactive access to all other servers by defining an interactive queue that only uses the two interactive servers.

Scheduling policies

Running an interactive batch job allows you to take advantage of batch scheduling policies and host selection features for resource-intensive jobs.

An interactive batch job is scheduled using the same policy as all other jobs in a queue. This means an interactive job can wait for a long time before it gets dispatched. If fast response time is required, interactive jobs should be submitted to high-priority queues with loose scheduling constraints.

Interactive queues

You can configure a queue to be interactive-only, batch-only, or both interactive and batch with the parameter INTERACTIVE in `lsb.queues`.

Interactive jobs with non-batch utilities

Non-batch utilities such as **lsrun**, **lsgrun**, etc., use LIM simple placement advice for host selection when running interactive tasks.

Submit interactive jobs

Use the **bsub -I** option to submit batch interactive jobs, and the **bsub -Is** and `-Ip` options to submit batch interactive jobs in pseudo-terminals.

Pseudo-terminals are not supported for Windows.

For more details, see the `bsub` command.

Find out which queues accept interactive jobs

Before you submit an interactive job, you need to find out which queues accept interactive jobs with the **bqueues -l** command.

If the output of this command contains the following, this is a batch-only queue. This queue does not accept interactive jobs:

```
SCHEDULING POLICIES:  NO_INTERACTIVE
```

If the output contains the following, this is an interactive-only queue:

```
SCHEDULING POLICIES:  ONLY_INTERACTIVE
```

If none of the above are defined or if `SCHEDULING POLICIES` is not in the output of **bqueues -l**, both interactive and batch jobs are accepted by the queue.

You configure interactive queues in the `lsb.queues` file.

Submit an interactive job

Use the **bsub -I** option to submit an interactive batch job.
For example:

```
bsub -I ls
```

Submits a batch interactive job which displays the output of **ls** at the user's terminal.

```
% bsub -I -q interactive -n 4,10 lsmake
<<Waiting for dispatch ...>>
```

This example starts Make on 4 to 10 processors and displays the output on the terminal.
A new job cannot be submitted until the interactive job is completed or terminated. When an interactive job is submitted, a message is displayed while the job is awaiting scheduling. The **bsub** command stops display of output from the shell until the job completes, and no mail is sent to the user by default. A user can issue a `ctrl-c` at any time to terminate the job.

Interactive jobs cannot be checkpointed.
Interactive batch jobs cannot be rerunnable (**bsub -r**)
You can submit interactive batch jobs to rerunnable queues (**RERUNNABLE=y** in `lsb.queues`) or rerunnable application profiles (**RERUNNABLE=y** in `lsb.applications`).

Submit an interactive job by using a pseudo-terminal

Submission of interaction jobs using pseudo-terminal is not supported for Windows for either **lsrun** or **bsub** LSF commands.

Some applications such as `vi` require a pseudo-terminal in order to run correctly.

You can also submit an interactive job using a pseudo-terminal with shell mode support. This option should be specified for submitting interactive shells, or applications which redefine the CTRL-C and CTRL-Z keys (for example, `jove`).

1. Submit a batch interactive job using a pseudo-terminal.

   ```
   bsub -Ip vi myfile
   ```

   Submits a batch interactive job to edit `myfile`.

   When you specify the **-Ip** option, **bsub** submits a batch interactive job and creates a pseudo-terminal when the job starts.
2. Submit a batch interactive job and create a pseudo-terminal with shell mode support.

   ```
   bsub -Is csh
   ```

   Submits a batch interactive job that starts up `csh` as an interactive shell.

   When you specify the **-Is** option, **bsub** submits a batch interactive job and creates a pseudo-terminal with shell mode support when the job starts.

Submit an interactive job and redirect streams to files

bsub -i, -o, -e:
You can use the `-I` option together with the `-i`, `-o`, and `-e` options of **bsub** to selectively redirect streams to files. For more details, see the `bsub(1)` man page.

To save the standard error stream in the `job.err` file, while standard input and standard output come from the terminal:

```
% bsub -I -q interactive -e job.err lsmake
```

Split stdout and stderr:
If in your environment there is a wrapper around **bsub** and LSF commands so that end-users are unaware of LSF and LSF-specific options, you can redirect standard output and standard error of batch interactive jobs to a file with the > operator.

By default, both standard error messages and output messages for batch interactive jobs are written to `stdout` on the submission host.

1. To write both `stderr` and `stdout` to `mystdout`:

   ```
   bsub -I myjob 2>mystderr 1>mystdout
   ```
2. To redirect both `stdout` and `stderr` to different files, set **LSF_INTERACTIVE_STDERR=y** in `lsf.conf` or as an environment variable.

   For example, with **LSF_INTERACTIVE_STDERR** set:

   ```
   bsub -I myjob 2>mystderr 1>mystdout
   ```

   `stderr` is redirected to `mystderr`, and `stdout` to `mystdout`.

   See the *IBM Platform LSF Configuration Reference* for more details on LSF_INTERACTIVE_STDERR.

Submit an interactive job, redirect streams to files, and display streams

When using any of the interactive **bsub** options (for example: `-I`, `-Is`, `-ISs`) as well as the `-o` or `-e` options, you can also have your output displayed on the console by using the `-tty` option.

To run an interactive job, redirect the error stream to file, and display the stream to the console:
% `bsub -I -q interactive -e job.err -tty` lsmake

Performance tuning for interactive batch jobs

LSF is often used on systems that support both interactive and batch users. On one hand, users are often concerned that load sharing will overload their workstations and slow down their interactive tasks. On the other hand, some users want to dedicate some machines for critical batch jobs so that they have guaranteed resources. Even if all your workload is batch jobs, you still want to reduce resource contentions and operating system overhead to maximize the use of your resources.

Numerous parameters can be used to control your resource allocation and to avoid undesirable contention.

Types of load conditions

Since interferences are often reflected from the load indices, LSF responds to load changes to avoid or reduce contentions. LSF can take actions on jobs to reduce interference before or after jobs are started. These actions are triggered by different load conditions. Most of the conditions can be configured at both the queue level and at the host level. Conditions defined at the queue level apply to all hosts used by the queue, while conditions defined at the host level apply to all queues using the host.

Scheduling conditions

These conditions, if met, trigger the start of more jobs. The scheduling conditions are defined in terms of load thresholds or resource requirements.

At the queue level, scheduling conditions are configured as either resource requirements or scheduling load thresholds, as described in `lsb.queues`. At the host level, the scheduling conditions are defined as scheduling load thresholds, as described in `lsb.hosts`.

Suspending conditions

These conditions affect running jobs. When these conditions are met, a SUSPEND action is performed to a running job.

At the queue level, suspending conditions are defined as STOP_COND as described in `lsb.queues` or as suspending load threshold. At the host level, suspending conditions are defined as stop load threshold as described in `lsb.hosts`.

Resuming conditions

These conditions determine when a suspended job can be resumed. When these conditions are met, a RESUME action is performed on a suspended job.

At the queue level, resume conditions are defined as by RESUME_COND in `lsb.queues`, or by the loadSched thresholds for the queue if RESUME_COND is not defined.

Types of load indices

To effectively reduce interference between jobs, correct load indices should be used properly. Below are examples of a few frequently used parameters.

Paging rate (pg)

The paging rate (pg) load index relates strongly to the perceived interactive performance. If a host is paging applications to disk, the user interface feels very slow.

The paging rate is also a reflection of a shortage of physical memory. When an application is being paged in and out frequently, the system is spending a lot of time performing overhead, resulting in reduced performance.

The paging rate load index can be used as a threshold to either stop sending more jobs to the host, or to suspend an already running batch job to give priority to interactive users.

This parameter can be used in different configuration files to achieve different purposes. By defining paging rate threshold in `lsf.cluster.`*cluster_name*, the host will become busy from LIM's point of view; therefore, no more jobs will be advised by LIM to run on this host.

By including paging rate in queue or host scheduling conditions, jobs can be prevented from starting on machines with a heavy paging rate, or can be suspended or even killed if they are interfering with the interactive user on the console.

A job suspended due to pg threshold will not be resumed even if the resume conditions are met unless the machine is interactively idle for more than PG_SUSP_IT seconds.

Interactive idle time (it)

Strict control can be achieved using the idle time (it) index. This index measures the number of minutes since any interactive terminal activity. Interactive terminals include hard wired ttys, **`rlogin`** and **`lslogin`** sessions, and X shell windows such as **`xterm`**. On some hosts, LIM also detects mouse and keyboard activity.

This index is typically used to prevent batch jobs from interfering with interactive activities. By defining the suspending condition in the queue as `it<1 && pg>50`, a job from this queue will be suspended if the machine is not interactively idle and the paging rate is higher than 50 pages per second. Furthermore, by defining the resuming condition as `it>5 && pg<10` in the queue, a suspended job from the queue will not resume unless it has been idle for at least five minutes and the paging rate is less than ten pages per second.

The it index is only non-zero if no interactive users are active. Setting the it threshold to five minutes allows a reasonable amount of think time for interactive users, while making the machine available for load sharing, if the users are logged in but absent.

For lower priority batch queues, it is appropriate to set an it suspending threshold of two minutes and scheduling threshold of ten minutes in the `lsb.queues` file. Jobs in these queues are suspended while the execution host is in use, and resume after the host has been idle for a longer period. For hosts where all batch jobs, no matter how important, should be suspended, set a per-host suspending threshold in the `lsb.hosts` file.

CPU run queue length (r15s, r1m, r15m)

Running more than one CPU-bound process on a machine (or more than one process per CPU for multiprocessors) can reduce the total throughput because of operating system overhead, as well as interfering with interactive users. Some tasks such as compiling can create more than one CPU-intensive task.

Queues should normally set CPU run queue scheduling thresholds below 1.0, so that hosts already running compute-bound jobs are left alone. LSF scales the run queue thresholds for multiprocessor hosts by using the effective run queue lengths, so multiprocessors automatically run one job per processor in this case.

For short to medium-length jobs, the r1m index should be used. For longer jobs, you might want to add an r15m threshold. An exception to this are high priority queues, where turnaround time is more important than total throughput. For high priority queues, an r1m scheduling threshold of 2.0 is appropriate.

CPU utilization (ut)

The ut parameter measures the amount of CPU time being used. When all the CPU time on a host is in use, there is little to gain from sending another job to that host unless the host is much more powerful than others on the network. A ut threshold of 90% prevents jobs from going to a host where the CPU does not have spare processing cycles.

If a host has very high pg but low ut, then it may be desirable to suspend some jobs to reduce the contention.

Some commands report ut percentage as a number from 0-100, some report it as a decimal number between 0-1. The configuration parameter in the `lsf.cluster.`*cluster_name* file, the configuration files, and the **bsub -R** resource requirement string take a fraction in the range from 0 to 1.

The command **bhist** shows the execution history of batch jobs, including the time spent waiting in queues or suspended because of system load.

The command **bjobs -p** shows why a job is pending.

Scheduling conditions and resource thresholds

Three parameters, RES_REQ, STOP_COND and RESUME_COND, can be specified in the definition of a queue. Scheduling conditions are a more general way for specifying job dispatching conditions at the queue level. These parameters take resource requirement strings as values which allows you to specify conditions in a more flexible manner than using the loadSched or loadStop thresholds.

Interactive batch job messaging

LSF can display messages to `stderr` or the Windows console when the following changes occur with interactive batch jobs:

- Job state
- Pending reason
- Suspend reason

Other job status changes, like switching the job's queue, are not displayed.

Limitations

Interactive batch job messaging is not supported in a MultiCluster environment.

Windows

Interactive batch job messaging is not fully supported on Windows. Only changes in the job state that occur before the job starts running are displayed. No messages are displayed after the job starts.

Configure interactive batch job messaging

Messaging for interactive batch jobs can be specified cluster-wide or in the user environment.

1. Enable interactive batch job messaging for all users in the cluster.

   In `lsf.conf`:

   - **`LSB_INTERACT_MSG_ENH=Y`**
   - (Optional) **`LSB_INTERACT_MSG_INTVAL`**

   `LSB_INTERACT_MSG_INTVAL` specifies the time interval, in seconds, in which LSF updates messages about any changes to the pending status of the job. The default interval is 60 seconds. `LSB_INTERACT_MSG_INTVAL` is ignored if `LSB_INTERACT_MSG_ENH` is not set.

   OR

2. Enable messaging for interactive batch jobs.

   Define **`LSB_INTERACT_MSG_ENH`** and **`LSB_INTERACT_MSG_INTVAL`** as environment variables.

   Result: The user-level definition of **`LSB_INTERACT_MSG_ENH`** overrides the definition in `lsf.conf`.

Example messages

Job in pending state

The following example shows messages displayed when a job is in pending state:

```
bsub -Is -R "ls < 2" csh
Job <2812> is submitted to default queue <normal>.
<<Waiting for dispatch ...>>
<<  Job's resource requirements not satisfied: 2 hosts; >>
<<  Load information unavailable: 1 host; >>
<<  Just started a job recently: 1 host; >>
<<  Load information unavailable: 1 host; >>
<<  Job's resource requirements not satisfied: 1 host; >>
```

Job terminated by user

The following example shows messages displayed when a job in pending state is terminated by the user:

```
bsub -m hostA -b 13:00 -Is sh
Job <2015> is submitted to default queue <normal>.
Job will be scheduled after Fri Nov 19 13:00:00 2009
<<Waiting for dispatch ...>>
```

```
<< New job is waiting for scheduling >>
<< The job has a specified start time >>
bkill 2015
<< Job <2015> has been terminated by user or administrator >>
<<Terminated while pending>>
```

Job suspended then resumed

The following example shows messages displayed when a job is dispatched, suspended, and then resumed:

```
bsub -m hostA -Is sh
Job <2020> is submitted to default queue <normal>.
<<Waiting for dispatch ...>>
<< New job is waiting for scheduling >>
<<Starting on hostA>>
bstop 2020
<< The job was suspended by user >>
bresume 2020
<< Waiting for re-scheduling after being resumed by user >>
```

Run X applications with bsub

You can start an X session on the least loaded host by submitting it as a batch job:

```
bsub xterm
```

An `xterm` is started on the least loaded host in the cluster.

When you run X applications using **lsrun** or **bsub**, the environment variable `DISPLAY` is handled properly for you. It behaves as if you were running the X application on the local machine.

Configure SSH X11 forwarding for jobs

X11 forwarding must already be working outside LSF.

1. Install SSH and enable X11 forwarding for all hosts that will submit and run these jobs (UNIX hosts only).
2. (Optional) In `lsf.conf`, specify an SSH command for **LSB_SSH_XFORWARD_CMD**. The command can include full PATH and options.

Write job scripts

You can build a job file one line at a time, or create it from another file, by running **bsub** without specifying a job to submit. When you do this, you start an interactive session in which **bsub** reads command lines from the standard input and submits them as a single batch job. You are prompted with **bsub>** for each line.

You can use the **bsub -Zs** command to spool a file.

For more details on **bsub** options, see the **bsub(1)** man page.

Write a job file one line at a time

UNIX example:

```
% bsub -q simulation
bsub> cd /work/data/myhomedir bsub> myjob arg1 arg2 ......
bsub> rm myjob.log
bsub> ^D
Job <1234> submitted to queue <simulation>.
```

In the above example, the 3 command lines run as a Bourne shell (/bin/sh) script. Only valid Bourne shell command lines are acceptable in this case.

Windows example:

```
C:\> bsub -q simulation
bsub> cd \\server\data\myhomedir
bsub> myjob arg1 arg2 ......
bsub> del myjob.log
bsub> ^Z
Job <1234> submitted to queue <simulation>.
```

In the above example, the 3 command lines run as a batch file (.BAT). Note that only valid Windows batch file command lines are acceptable in this case.

Specify job options in a file

In this example, options to run the job are specified in the options_file.

```
% bsub -q simulation < options_file
Job <1234> submitted to queue <simulation>.
```

On UNIX, the options_file must be a text file that contains Bourne shell command lines. It cannot be a binary executable file.

On Windows, the options_file must be a text file containing Windows batch file command lines.

Spool a job command file

Use **bsub -Zs** to spool a job command file to the directory specified by the JOB_SPOOL_DIR parameter in lsb.params, and use the spooled file as the command file for the job.

Use the **bmod -Zsn** command to modify or remove the command file after the job has been submitted. Removing or modifying the original input file does not affect the submitted job.

Redirect a script to bsub standard input

You can redirect a script to the standard input of the **bsub** command:

```
% bsub < myscript
Job <1234> submitted to queue <test>.
```

In this example, the myscript file contains job submission options as well as command lines to execute. When the **bsub** command reads a script from its standard input, it can be modified right after **bsub** returns for the next job submission.

When the script is specified on the **bsub** command line, the script is not spooled:

```
% bsub myscript
Job <1234> submitted to default queue <normal>.
```

In this case the command line myscript is spooled, instead of the contents of the myscript file. Later modifications to the myscript file can affect job behavior.

Specify embedded submission options

You can specify job submission options in scripts read from standard input by the **bsub** command using lines starting with #BSUB:

```
% bsub -q simulation bsub> #BSUB -q test
bsub> #BSUB -o outfile -R "mem>10"
bsub> myjob arg1 arg2
bsub> #BSUB -J simjob
bsub> ^D
Job <1234> submitted to queue <simulation>.
```

Note:

- Command-line options override embedded options. In this example, the job is submitted to the `simulation` queue rather than the `test` queue.
- Submission options can be specified anywhere in the standard input. In the above example, the `-J` option of **bsub** is specified after the command to be run.
- More than one option can be specified on one line, as shown in the example above.

Run a job under a particular shell

By default, LSF runs batch jobs using the Bourne (`/bin/sh`) shell. You can specify the shell under which a job is to run. This is done by specifying an interpreter in the first line of the script.

For example:

```
% bsub
bsub> #!/bin/csh -f
bsub> set coredump='ls |grep core'
bsub> if ( "$coredump" != "") then
bsub> mv core core.'date | cut -d" " -f1'
bsub> endif
bsub> myjob
bsub> ^D
Job <1234> is submitted to default queue <normal>.
```

The **bsub** command must read the job script from standard input to set the execution shell. If you do not specify a shell in the script, the script is run using `/bin/sh`. If the first line of the script starts with a `#` not immediately followed by an exclamation mark (`!`), then `/bin/csh` is used to run the job.

For example:

```
% bsub
bsub> # This is a comment line. This tells the system to use /bin/csh to
bsub> # interpret the script.
bsub>
bsub> setenv DAY 'date | cut -d" " -f1'
bsub> myjob bsub> ^D
Job <1234> is submitted to default queue <normal>.
```

If running jobs under a particular shell is required frequently, you can specify an alternate shell using a command-level job starter and run your jobs interactively.

Register utmp file entries for interactive batch jobs

LSF administrators can configure the cluster to track user and account information for interactive batch jobs submitted with **bsub -Ip** or **bsub -Is**. User and account information is registered as entries in the UNIX `utmp` file, which holds information

for commands such as **who**. Registering user information for interactive batch jobs in utmp allows more accurate job accounting.

Configuration and operation

To enable utmp file registration, the LSF administrator sets the LSB_UTMP parameter in lsf.conf.

When LSB_UTMP is defined, LSF registers the job by adding an entry to the utmp file on the execution host when the job starts. After the job finishes, LSF removes the entry for the job from the utmp file.

Limitations

- Registration of utmp file entries is supported on the following platforms:
  - Solaris (all versions)
  - HP-UX (all versions)
  - Linux (all versions)
- utmp file registration is not supported in a MultiCluster environment.
- Because interactive batch jobs submitted with **bsub -I** are not associated with a pseudo-terminal, utmp file registration is not supported for these jobs.

Interactive and Remote Tasks

You can run tasks interactively and remotely with non-batch utilities such as **lsrun**, **lsgrun**, and **lslogin**.

Run remote tasks

lsrun is a non-batch utility to run tasks on a remote host. **lsgrun** is a non-batch utility to run the same task on many hosts, in sequence one after the other, or in parallel.

The default for **lsrun** is to run the job on the host with the least CPU load (represented by the lowest normalized CPU run queue length) and the most available memory. Command-line arguments can be used to select other resource requirements or to specify the execution host.

To avoid typing in the **lsrun** command every time you want to execute a remote job, you can also use a shell alias or script to run your job.

For a complete description of **lsrun** and **lsgrun** options, see the lsrun(1) and lsgrun(1) man pages.

Run a task on the best available host

Submit your task using **lsrun**.

```
lsrun mytask
```

LSF automatically selects a host of the same type as the local host, if one is available. By default the host with the lowest CPU and memory load is selected.

Run a task on a host with specific resources

If you want to run **mytask** on a host that meets specific resource requirements, you can specify the resource requirements using the **-R** *res_req* option of **lsrun**.

```
lsrun -R 'cserver && swp>100' mytask
```

In this example **mytask** must be run on a host that has the resource **cserver** and at least 100 MB of virtual memory available.

You can also configure LSF to store the resource requirements of specific tasks. If you configure LSF with the resource requirements of your task, you do not need to specify the `-R` *res_req* option of **lsrun** on the command-line. If you do specify resource requirements on the command line, they override the configured resource requirements.
See the *LSF Configuration Reference* for information about configuring resource requirements in the `lsf.task` file.

Resource usage:
Resource reservation is only available for batch jobs. If you run jobs using only LSF Base, LIM uses resource usage to determine the placement of jobs. Resource usage requests are used to temporarily increase the load so that a host is not overloaded. When LIM makes a placement advice, external load indices are not considered in the resource usage string. In this case, the syntax of the resource usage string is

```
res[=value]:res[=value]: ... :res[=value]
```

The res is one of the resources whose value is returned by the **lsload** command.

```
rusage[r1m=0.5:mem=20:swp=40]
```

The above example indicates that the task is expected to increase the 1-minute run queue length by 0.5, consume 20 MB of memory and 40 MB of swap space.

If no value is specified, the task is assumed to be intensive in using that resource. In this case no more than one task will be assigned to a host regardless of how many CPUs it has.

The default resource usage for a task is `r15s=1.0:r1m=1.0:r15m=1.0`. This indicates a CPU-intensive task which consumes few other resources.

Run a task on a specific host

If you want to run your task on a particular host, use the **lsrun** `-m` option:

```
lsrun -m hostD mytask
```

Run a task by using a pseudo-terminal

Submission of interaction jobs using pseudo-terminal is not supported for Windows for either **lsrun** or **bsub** LSF commands.

Some tasks, such as text editors, require special terminal handling. These tasks must be run using a pseudo-terminal so that special terminal handling can be used over the network.

The `-P` option of **lsrun** specifies that the job should be run using a pseudo-terminal:

```
lsrun -P vi
```

Run the same task on many hosts in sequence

The **lsgrun** command allows you to run the same task on many hosts, one after the other, or in parallel.

For example, to merge the `/tmp/out` file on hosts `hostA`, `hostD`, and `hostB` into a single file named `gout`, enter:

```
lsgrun -m "hostA hostD hostB" cat /tmp/out >> gout
```

Run parallel tasks

lsgrun -p:
The `-p` option tells **`lsgrun`** that the task specified should be run in parallel. See `lsgrun(1)` for more details.

To remove the `/tmp/core` file from all 3 hosts, enter:

```
lsgrun -m "hostA hostD hostB" -p rm -r /tmp/core
```

Run tasks on hosts specified by a file

lsgrun -f *host_file***:**
The **`lsgrun -f`** *host_file* option reads the *host_file* file to get a list of hosts on which to run the task.

Interactive tasks

LSF supports transparent execution of tasks on all server hosts in the cluster. You can run your program on the best available host and interact with it just as if it were running directly on your workstation. Keyboard signals such as **`CTRL-Z`** and **`CTRL-C`** work as expected.

Interactive tasks communicate with the user in real time. Programs like `vi` use a text-based terminal interface. Computer Aided Design and desktop publishing applications usually use a graphic user interface (GUI).

This section outlines issues for running interactive tasks with the non-batch utilities `lsrun`, **`lsgrun`**, etc. To run interactive tasks with these utilities, use the `-i` option.

For more details, see the `lsrun(1)` and `lsgrun(1)` man pages.

Interactive tasks on remote hosts

Job controls:
When you run an interactive task on a remote host, you can perform most of the job controls as if it were running locally. If your shell supports job control, you can suspend and resume the task and bring the task to background or foreground as if it were a local task.

For a complete description, see the `lsrun(1)` man page.

Hide remote execution:
You can also write one-line shell scripts or **`csh`** aliases to hide remote execution. For example:

```
#!/bin/sh
#Script to remotely execute mytask exec
lsrun -m hostD mytask
```

or

```
alias mytask "lsrun -m hostD mytask"
```

Interactive processing and scheduling policies

LSF lets you run interactive tasks on any computer on the network, using your own terminal or workstation. Interactive tasks run immediately and normally require some input through a text-based or graphical user interface. All the input and output is transparently sent between the local host and the job execution host.

Shared files and user IDs

When LSF runs a task on a remote host, the task uses standard UNIX system calls to access files and devices. The user must have an account on the remote host. All operations on the remote host are done with the user's access permissions.

Tasks that read and write files access the files on the remote host. For load sharing to be transparent, your files should be available on all hosts in the cluster using a file sharing mechanism such as NFS or AFS. When your files are available on all hosts in the cluster, you can run your tasks on any host without worrying about how your task will access files.

LSF can operate correctly in cases where these conditions are not met, but the results may not be what you expect. For example, the `/tmp` directory is usually private on each host. If you copy a file into `/tmp` on a remote host, you can only read that file on the same remote host.

LSF can also be used when files are not available on all hosts. LSF provides the **lsrcp** command to copy files across LSF hosts. You can use pipes to redirect the standard input and output of remote commands, or write scripts to copy the data files to the execution host.

Shell mode for remote execution

On UNIX, shell mode support is provided for running interactive applications through RES.

Not supported for Windows.

Shell mode support is required for running interactive shells or applications that redefine the **CTRL-C** and **CTRL-Z** keys (for example, **jove**).

The `-S` option of **lsrun**, **ch** or **lsgrun** creates the remote task with shell mode support. The default is not to enable shell mode support.

Run windows

Some run windows are only applicable to batch jobs. Interactive jobs scheduled by LIM are controlled by another set of run windows.

Redirect streams to files

By default, both standard error messages and standard output messages of interactive tasks are written to `stdout` on the submission host.

To separate `stdout` and `stderr` and redirect to separate files, set **LSF_INTERACTIVE_STDERR=y** in `lsf.conf` or as an environment variable.

To redirect both `stdout` and `stderr` to different files with the parameter set:

```
lsrun mytask 2>mystderr 1>mystdout
```

The result of the above example is for `stderr` to be redirected to `mystderr`, and `stdout` to `mystdout`. Without LSF_INTERACTIVE_STDERR set, both `stderr` and `stdout` will be redirected to `mystdout`.
See the *LSF Configuration Reference* for more details on **LSF_INTERACTIVE_STDERR**.

Load sharing interactive sessions

There are different ways to use LSF to start an interactive session on the best available host.

Log on to the least loaded host

To log on to the least loaded host, use the **lslogin** command.
When you use **lslogin**, LSF automatically chooses the best host and does an **rlogin** to that host.
With no argument, **lslogin** picks a host that is lightly loaded in CPU, has few login sessions, and whose binary is compatible with the current host.

Log on to a host with specific resources

If you want to log on a host that meets specific resource requirements, use the **lslogin -R res_req** option.

```
lslogin -R "solaris order[ls:cpu]"
```

This command opens a remote login to a host that has the **sunos** resource, few other users logged in, and a low CPU load level. This is equivalent to using **lsplace** to find the best host and then using **rlogin** to log in to that host:

```
rlogin 'lsplace -R "sunos order[ls:cpu]"'
```

Load sharing X applications

Start an xterm

If you are using the X Window System, you can start an `xterm` that opens a shell session on the least loaded host by entering:

```
lsrun sh -c xterm &
```

The `&` in this command line is important as it frees resources on the host once `xterm` is running, by running the X terminal in the background.
In this example, no processes are left running on the local host. The **lsrun** command exits as soon as `xterm` starts, and the `xterm` on the remote host connects directly to the X server on the local host.

xterm on a PC

Each X application makes a separate network connection to the X display on the user's desktop. The application generally gets the information about the display from the DISPLAY environment variable.

X-based systems such as `eXceed` start applications by making a remote shell connection to the UNIX server, setting the DISPLAY environment variable, and then invoking the X application. Once the application starts, it makes its own connection to the display and the initial remote shell is no longer needed.

This approach can be extended to allow load sharing of remote applications. The client software running on the X display host makes a remote shell connection to any server host in the LSF cluster. Instead of running the X application directly, the client invokes a script that uses LSF to select the best available host and starts the application on that host. Because the application then makes a direct connection to the display, all of the intermediate connections can be closed. The client software on the display host must select a host in the cluster to start the connection. You can choose an arbitrary host for this; once LSF selects the best host and starts the X application there, the initial host is no longer involved. There is no ongoing load on the initial host.

Set up Exceed to log on the least loaded host

If you are using a PC as a desktop machine and are running an X Window server on your PC, then you can start an X session on the least loaded host.

The following steps assume you are using Exceed from Hummingbird Communications. This procedure can be used to load share any X-based application.

You can customize host selection by changing the resource requirements specified with -R "...". For example, a user could have several icons in the xterm program group: one called Best, another called Best_Sun, another Best_HP.

1. Click the Xstart icon in the Exceed program group.
2. Choose REXEC (TCP/IP, ...) as start method, program type is X window.
3. Set the host to be any server host in your LSF cluster:

```
lsrun -R "type==any order[cpu:mem:login]" xterm -sb -ls -display your_PC:0.0
```

4. Set description to be Best.
5. Click **Install** in the Xstart window.

   This installs Best as an icon in the program group you chose (for example, xterm).

   The user can now log on to the best host by clicking Best in the Xterm program group.

Start an xterm in Exceed

To start an xterm:

Double-click **Best**.
An xterm starts on the least loaded host in the cluster and is displayed on your screen.

Examples

Run any application on the least loaded host:
To run appY on the best machine for it, you could set the command line in Exceed to be the following and set the description to appY:

```
lsrun -R "type==any && appY order[mem:cpu]" sh -c "appY -display your_PC:0.0 &"
```

You must make sure that all the UNIX servers for appY are configured with the resource "appY". In this example, appY requires a lot of memory when there are embedded graphics, so we make "mem" the most important consideration in selecting the best host among the eligible servers.

Start an X session on the least loaded host in any X desktop environment:
The above approach also applies to other X desktop environments. In general, if you want to start an X session on the best host, run the following on an LSF host:

```
lsrun -R "resource_requirement" my_Xapp -display your_PC:0.0
```

where

resource_requirement is your resource requirement string

Script for automatically specifying resource requirements:
The above examples require the specification of resource requirement strings by users. You may want to centralize this such that all users use the same resource specifications.

You can create a central script (for example **lslaunch**) and place it in the /lsf/bin directory. For example:

```
#!/bin/sh
lsrun -R "order[cpu:mem:login]" $@
exit $?
```

Which would simplify the command string to:

```
lslaunch xterm -sb -ls -display your_PC:0.0
```

Taking this one step further, you could create a script named `lsxterm`:

```
#!/bin/sh
lsrun -R "order[cpu:mem:login]" xterm -sb -ls $@
exit $?
```

Which would simplify the command string to:

```
lsxterm -display your_PC:0.0
```

Running Parallel Jobs

How LSF runs parallel jobs

When LSF runs a job, the **LSB_HOSTS** variable is set to the names of the hosts running the batch job. For a parallel batch job, **LSB_HOSTS** contains the complete list of hosts that LSF has allocated to that job.

LSF starts one controlling process for the parallel batch job on the first host in the host list. It is up to your parallel application to read the **LSB_HOSTS** environment variable to get the list of hosts, and start the parallel job components on all the other allocated hosts.

For running large parallel jobs, use **LSB_MCPU_HOSTS**. The format for this parameter is **LSB_MCPU_HOSTS=**`"host_nameA num_processors1 host_nameB num_processors2..."`

LSF provides a generic interface to parallel programming packages so that any parallel package can be supported by writing shell scripts or wrapper programs.

Preparing your environment to submit parallel jobs to LSF

Getting the host list

Some applications can take this list of hosts directly as a command line parameter. For other applications, you may need to process the host list.

Example

The following example shows a **/bin/sh** script that processes all the hosts in the host list, including identifying the host where the job script is executing.

```
#!/bin/sh
# Process the list of host names in LSB_HOSTS
for host in $LSB_HOSTS ; do
handle_host $host
done
```

Parallel job scripts

Each parallel programming package has different requirements for specifying and communicating with all the hosts used by a parallel job. LSF is not tailored to

work with a specific parallel programming package. Instead, LSF provides a generic interface so that any parallel package can be supported by writing shell scripts or wrapper programs.

You can modify these scripts to support more parallel packages.

Use a job starter

You can configure the script into your queue as a job starter, and then all users can submit parallel jobs without having to type the script name.

To see if your queue already has a job starter defined, run **bqueues -l**.

Submit a parallel job

LSF can allocate more than one slot to run a job and automatically keeps track of the job status, while a parallel job is running.

When submitting a parallel job that requires multiple slots, you can specify the exact number of slots to use.

1. To submit a parallel job, use **bsub -n** and specify the number of slots the job requires.
2. To submit jobs based on the number of available job slots instead of the number of CPUs, use PARALLEL_SCHED_BY_SLOT=Y in lsb.params.

   For example:

   ```
   bsub -n 4 myjob
   ```

   The job myjob submits as a parallel job. The job is started when four job slots are available.

   Note:

   When **PARALLEL_SCHED_BY_SLOT=Y** in lsb.params, the resource requirement string keyword ncpus refers to the number of slots instead of the number of CPUs however **lshosts** output will continue to show ncpus as defined by **EGO_DEFINE_NCPUS** in lsf.conf.

Start parallel tasks with LSF utilities

For simple parallel jobs you can use LSF utilities to start parts of the job on other hosts. Because LSF utilities handle signals transparently, LSF can suspend and resume all components of your job without additional programming.

Run parallel tasks with lsgrun

The simplest parallel job runs an identical copy of the executable on every host. The **lsgrun** command takes a list of host names and runs the specified task on each host. The **lsgrun -p** command specifies that the task should be run in parallel on each host.

Example

This example submits a job that uses **lsgrun** to run myjob on all the selected hosts in parallel:

```
bsub -n 10 'lsgrun -p -m "$LSB_HOSTS" myjob'
Job <3856> is submitted to default queue <normal>.
```

For more complicated jobs, you can write a shell script that runs **lsrun** in the background to start each component.

Run parallel tasks with the blaunch distributed application framework

Most MPI implementations and many distributed applications use **rsh** and **ssh** as their task launching mechanism. The **blaunch** command provides a drop-in replacement for **rsh** and **ssh** as a transparent method for launching parallel and distributed applications within LSF.

Similar to the **lsrun** command, **blaunch** transparently connects directly to the RES/SBD on the remote host, and subsequently creates and tracks the remote tasks, and provides the connection back to LSF. There is no need to insert pam or taskstarter into the **rsh** or **ssh** calling sequence, or configure any wrapper scripts.

Important:

You cannot run blaunch directly from the command line.

blaunch only works within an LSF job; it can only be used to launch tasks on remote hosts that are part of a job allocation. It cannot be used as a standalone command. On success **blaunch** exits with 0.

Windows: **blaunch** is supported on Windows 2000 or later with the following exceptions:

- Only the following signals are supported: SIGKILL, SIGSTOP, SIGCONT.
- The `-n` option is not supported.
- CMD.EXE /C <user command line> is used as intermediate command shell when: `-no-shell` is not specified
- CMD.EXE /C is not used when `-no-shell` is specified.
- Windows Vista User Account Control must be configured correctly to run jobs.

Submit jobs with blaunch

Use **bsub** to call **blaunch**, or to invoke a job script that calls **blaunch**. The **blaunch** command assumes that **bsub -n** implies one remote task per job slot.

The **blaunch** syntax is:

blaunch [**-n**] [**-u** *host_file* | **-z** *host_name* ... | *host_name*] [**-use-login-shell** | **-no-shell**] *command* [*argument* ...]

blaunch [**-h** | **-V**]

The following are some examples of **blaunch** usage:

- Submit a parallel job:
  ```
  bsub -n 4 blaunch myjob
  ```
- Submit a job to an application profile
  ```
  bsub -n 4 -app pjob blaunch myjob
  ```

Job slot limits for parallel jobs

A job slot is the basic unit of processor allocation in LSF. A sequential job uses one job slot. A parallel job that has *N* components (tasks) uses *N* job slots, which can span multiple hosts.

By default, running and suspended jobs count against the job slot limits for queues, users, hosts, and processors that they are associated with.

With processor reservation, job slots that are reserved by pending jobs also count against all job slot limits.

When backfilling occurs, the job slots used by backfill jobs count against the job slot limits for the queues and users, but not hosts or processors. This means when a pending job and a running job occupy the same physical job slot on a host, both jobs count towards the queue limit, but only the pending job counts towards host limit.

Specify a minimum and maximum number of tasks

By default, when scheduling a parallel job, the number of slots allocated on each host will not exceed the number of CPUs on that host even though host MXJ is set greater than number of CPUs. When submitting a parallel job, you can also specify a minimum number and a maximum number of tasks.

If you specify a maximum and minimum number of tasks, the job can start if the minimum number of processors are available, but it always tries to use up to the maximum number of processors, depending on how many processors are available at the time. Once the job starts running, no more processors are allocated to it even though more may be available later on.

Jobs that request fewer tasks than the minimum **TASKLIMIT** defined for the queue or application profile to which the job is submitted, or more tasks than the maximum **TASKLIMIT** are rejected. If the job requests minimum and maximum tasks, the maximum requested cannot be less than the minimum **TASKLIMIT**, and the minimum requested cannot be more than the maximum **TASKLIMIT**.

If `PARALLEL_SCHED_BY_SLOT=Y` in `lsb.params`, the job specifies a maximum and minimum number of job slots instead of tasks. LSF ignores the number of CPUs constraint during parallel job scheduling and only schedules based on slots.

If **PARALLEL_SCHED_BY_SLOT** is not defined for a resizable job, individual allocation requests are constrained by the number of CPUs during scheduling. However, the final resizable job allocation may not agree. For example, if an autoresizable job requests 1 to 4 tasks, on a 2 CPU, 4 slot box, an autoresizable job eventually will use up to 4 slots.

Syntax

```
bsub -n min_task[,max_task]
```

Example

```
bsub -n 4,16 myjob
```

At most, 16 processors can be allocated to this job. If there are less than 16 processors eligible to run the job, this job can still be started as long as the number of eligible processors is greater than or equal to 4.

Restrict job size requested by parallel jobs

Specifying a list of allowed job sizes (number of tasks) in queues or application profiles enables LSF to check the requested job sizes when submitting, modifying, or switching jobs.

Certain applications may yield better performance with specific job sizes (for example, the power of two, so that the job sizes are x^2), or some sites may want to run all job sizes to generate high cluster resource utilization. The **JOB_SIZE_LIST** parameter in `lsb.queues` or `lsb.applications` allows you to define a discrete list of allowed job sizes for the specified queues or application profiles.

LSF rejects jobs requesting job sizes that are not in this list, or jobs requesting a range of job sizes. The first job size in this list is the default job size, which is the job size assigned to jobs that do not explicitly request a job size. The rest of the list can be defined in any order.

For example, if the job size list for the `queue1` queue allows 2, 4, 8, and 16 tasks, and you submit a parallel job requesting 10 tasks in this queue (`bsub -q queue1 -n 10 ...`), that job is rejected because the job size of 10 is not explicitly allowed in the list. To assign a default job size of 4, specify 4 as the first value in the list, and job submissions that do not request a job size are automatically assigned a job size of 4 (`JOB_SIZE_LIST=4 2 8 16`).

When using resource requirements to specify job size, the request must specify a single fixed job size and not multiple values or a range of values:

- When using compound resource requirements with `-n` (that is, both `-n` and `-R` options), ensure that the compound resource requirement matches the `-n` value, which must match a value in the job size list.
- When using compound resource requirements without `-n`, the compound resource requirement must imply a fixed job size number, and the implied total job size must match a value in the job size list.
- When using alternative resource requirements, each of the alternatives must request a fixed job size number, and all alternative values must match the values in the job size list.

For example, the job size list for the `normal` queue allows 2, 4, and 8 tasks, with 2 as the default (`JOB_SIZE_LIST=2 4 8`). For the resource requirement `"2*{-}+{-}"`, the last term (`{-}`) does not contain a fixed number of tasks, so this compound resource requirement is rejected in any queue that has a job size list.

- For the following job submission with the compound resource requirement:

  ```
  bsub -R "2*{-}+{-}" -q normal myjob
  ```

  This job submission is rejected because the compound resource requirement does not contain a fixed number of tasks.
- For the following job submission with the compound resource requirement:

  ```
  bsub -n 4 -R "2*{-}+{-}" -q normal myjob
  ```

  This job submission is accepted because `-n 4` requests a fixed number of tasks, even though the compound resource requirement does not.
- For the following job submission with compound and alternative resource requirements:

  ```
  bsub -R "{2*{-}+{-}}||{4*{-}}" -q normal myjob
  ```

  This job submission is rejected for specifying a range of values because the first alternative (`2*{-}+{-}`) does not imply a fixed job size.

- For the following job submission with compound and alternative resource requirements for the `interactive` queue:

  ```
  bsub -R "{2*{-}+{-}}||{4*{-}}" -q interactive -H myjob
  ```

  This job submission is accepted because the `interactive` queue does not have a job size list. However, if you try to modify or switch this job to any queue or application profile with a job size list, and the job has not yet started, the request is rejected. For example, if this job has job ID 123 and is not started, the following request is rejected because the `normal` queue has a job size list:

  ```
  bswitch normal 123
  ```

  Similarly, if the `app1` application profile has the same job size list as the `normal` queue, the following request is also rejected:

  ```
  bmod -app app1 123
  ```

When defined in both a queue (`lsb.queues`) and an application profile (`lsb.applications`), the job size request must satisfy both requirements. In addition, **JOB_SIZE_LIST** overrides any **TASKLIMIT** (formerly **PROCLIMIT**) parameters defined at the same level. Job size requirements do not apply to queues and application profiles with no job size lists, nor do they apply to other levels of job submissions (that is, host level or cluster level job submissions).

Specify a job size list for queues and application profiles as follows:

1. Log on as root or the LSF administrator on any host in the cluster.
2. Define the `JOB_SIZE_LIST` parameter for the specific application profiles (in `lsb.applications`) or queues (in `lsb.queues`).

   `JOB_SIZE_LIST=`*default_size* [*size* ...] For example,

   - `lsb.applications`:

     ```
     Begin Application
     NAME = app1
     ...
     JOB_SIZE_LIST=4 2 8 16
     ...
     End Application
     ```

   - `lsb.queues`:

     ```
     Begin Queue
     QUEUE_NAME = queue1
     ...
     JOB_SIZE_LIST=4 2 8 16
     ...
     End Queue
     ```

3. Save the changes to modified the configuration files.
4. Use **badmin ckconfig** to check the new queue definition. If any errors are reported, fix the problem and check the configuration again.
5. Run **badmin reconfig** to reconfigure **mbatchd**.

About specifying a first execution host

In general, the first execution host satisfies certain resource requirements that might not be present on other available hosts.

By default, LSF selects the first execution host dynamically according to the resource availability and host load for a parallel job. Alternatively, you can specify one or more first execution host candidates so that LSF selects one of the candidates as the first execution host.

When a first execution host is specified to run the first task of a parallel application, LSF does not include the first execution host or host group in a job resize allocation request.

Specify a first execution host

To specify one or more hosts, host groups, or compute units as first execution host candidates, add the (!) symbol after the host name.
You can specify first execution host candidates at job submission, or in the queue definition.

Job level:

1. Use the **-m** option of **bsub**:

   ```
   bsub -n 32 -m "hostA! hostB hostgroup1! hostC" myjob
   ```

   The scheduler selects either hostA or a host defined in hostgroup1 as the first execution host, based on the job's resource requirements and host availability.
2. In a MultiCluster environment, insert the (!) symbol after the cluster name, as shown in the following example:

   ```
   bsub -n 2 -m "host2@cluster2! host3@cluster2" my_parallel_job
   ```

Queue level:
The queue-level specification of first execution host candidates applies to all jobs submitted to the queue.

Specify the first execution host candidates in the list of hosts in the HOSTS parameter in lsb.queues:

```
HOSTS = hostA! hostB hostgroup1! hostC
```

Rules:
Follow these guidelines when you specify first execution host candidates:

- If you specify a host group or compute unit, you must first define the host group or compute unit in the file `lsb.hosts`.
- Do not specify a dynamic host group as a first execution host.
- Do not specify "all," "allremote," or "others," or a host partition as a first execution host.
- Do not specify a preference (+) for a host identified by (!) as a first execution host candidate.
- For each parallel job, specify enough regular hosts to satisfy the CPU requirement for the job. Once LSF selects a first execution host for the current job, the other first execution host candidates become unavailable to the current job.
- You cannot specify first execution host candidates when you use the **brun** command.

If the first execution host is incorrect at job submission, the job is rejected. If incorrect configurations exist on the queue level, warning messages are logged and displayed when LSF starts, restarts, or is reconfigured.

Job chunking

Specifying first execution host candidates affects job chunking. For example, the following jobs have different job requirements, and are not placed in the same job chunk:

```
bsub -n 2 -m "hostA! hostB hostC" myjob
bsub -n 2 -m "hostA hostB hostC" myjob
bsub -n 2 -m "hostA hostB! hostC" myjob
```

The requirements of each job in this example are:

- Job 1 must start on hostA
- Job 2 can start and run on hostA, hostB, or hostC
- Job 3 must start on hostB

For job chunking, all jobs must request the same hosts *and* the same first execution hosts (if specified). Jobs that specify a host preference must all specify the same preference.

Resource reservation

If you specify first execution host candidates at the job or queue level, LSF tries to reserve a job slot on the first execution host. If LSF cannot reserve a first execution host job slot, it does not reserve slots on any other hosts.

Compute units

If compute units resource requirements are used, the compute unit containing the first execution host is given priority:

bsub -n 64 -m "hg! cu1 cu2 cu3 cu4" -R "cu[pref=config]" myjob

In this example the first execution host is selected from the host group `hg`. Next, in the job's allocation list are any appropriate hosts from the same compute unit as the first execution host. Finally, remaining hosts are grouped by compute unit, with compute unit groups appearing in the same order as in the ComputeUnit section of `lsb.hosts`.

Compound resource requirements

If compound resource requirements are being used, the resource requirements specific to the first execution host should appear first:

```
bsub -m "hostA! hg12" -R "1*{select[type==X86_64]rusage[licA=1]} + {select[type==any]}" myjob
```

In this example the first execution host must satisfy:
`select[type==X86_64]`rusage[licA=1]

Control job locality using compute units

Compute units are groups of hosts laid out by the LSF administrator and configured to mimic the network architecture, minimizing communications overhead for optimal placement of parallel jobs. Different granularities of compute units provide the flexibility to configure an extensive cluster accurately and run larger jobs over larger compute units.

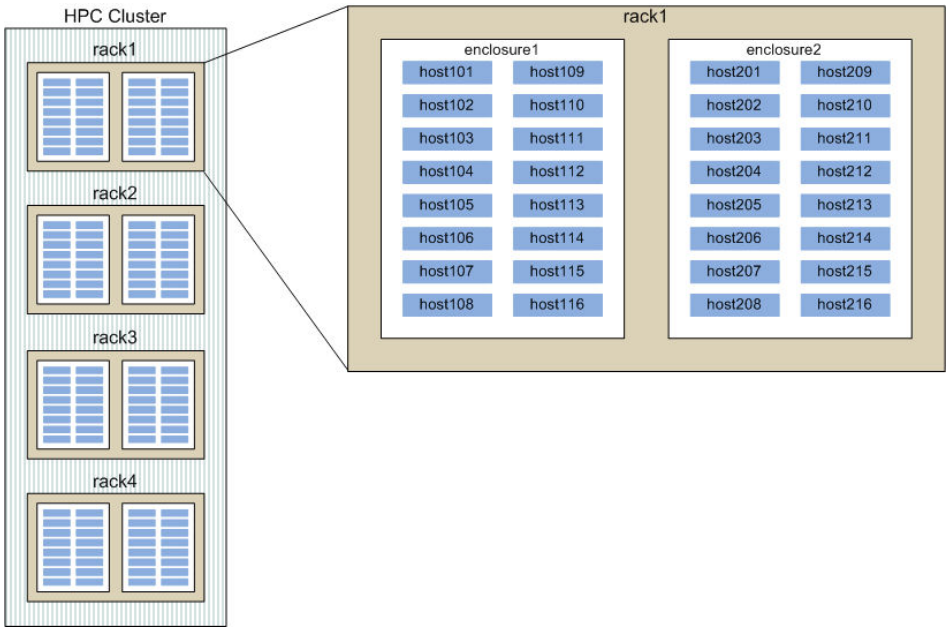
Resource requirement keywords within the compute unit section can be used to allocate resources throughout compute units in manner analogous to host resource allocation. Compute units then replace hosts as the basic unit of allocation for a job.

High performance computing clusters running large parallel jobs spread over many hosts benefit from using compute units. Communications bottlenecks within

the network architecture of a large cluster can be isolated through careful configuration of compute units. Using compute units instead of hosts as the basic allocation unit, scheduling policies can be applied on a large scale.

Note:

Configure each individual host as a compute unit to use the compute unit features for host level job allocation.



As indicated in the picture, two types of compute units have been defined in the parameter **COMPUTE_UNIT_TYPES** in `lsb.params`:

```
COMPUTE_UNIT_TYPES= enclosure! rack
```

! indicates the default compute unit type. The first type listed (`enclosure`) is the finest granularity and the only type of compute unit containing hosts and host groups. Coarser granularity `rack` compute units can only contain `enclosures`.

The hosts have been grouped into compute units in the **ComputeUnit** section of `lsb.hosts` as follows (some lines omitted):

```
Begin ComputeUnit
NAME         MEMBER              CONDENSED TYPE
enclosure1   (host1[01-16])      Y         enclosure
...
enclosure8   (host8[01-16])      Y         enclosure
rack1        (enclosure[1-2])    Y         rack
rack2        (enclosure[3-4])    Y         rack
rack3        (enclosure[5-6])    Y         rack
rack4        (enclosure[7-8])    Y         rack
End ComputeUnit
```

This example defines 12 compute units, all of which have condensed output:

- `enclosure1` through `enclosure8` are the finest granularity, and each contain 16 hosts.

- rack1, rack2, rack3, and rack4 are the coarsest granularity, and each contain 2 enclosures.

Syntax

The **cu** string supports the following syntax:

cu[balance]

All compute units used for this job should contribute the same number of slots (to within one slot). Provides a balanced allocation over the fewest possible compute units.

cu[pref=config]

Compute units for this job are considered in the order they appear in the lsb.hosts configuration file. This is the default value.

cu[pref=minavail]

Compute units with the fewest available slots are considered first for this job. Useful for smaller jobs (both sequential and parallel) since this reduces fragmentation of compute units, leaving whole compute units free for larger jobs.

cu[pref=maxavail]

Compute units with the most available slots are considered first for this job.

cu[maxcus=*number***]**

Maximum number of compute units the job can run across.

cu[usablecuslots=*number***]**

All compute units used for this job should contribute the same minimum *number* of slots. At most the final allocated compute unit can contribute fewer than *number* slots.

cu[type=*cu_type***]**

Type of compute unit being used, where *cu_type* is one of the types defined by **COMPUTE_UNIT_TYPES** in lsb.params. The default is the compute unit type listed first in lsb.params.

cu[excl]

Compute units used exclusively for the job. Must be enabled by **EXCLUSIVE** in lsb.queues.

Continuing with the example shown above, assume lsb.queues contains the parameter definition EXCLUSIVE=CU[rack] and that the slots available for each compute unit are shown under **MAX** in the condensed display from **bhosts**, where **HOST_NAME** refers to the compute unit:

```
HOST_NAME    STATUS   JL/U  MAX  NJOBS  RUN  SSUSP  USUSP  RSV
enclosure1   ok       -     64   34     34    0      0      0
enclosure2   ok       -     64   54     54    0      0      0
enclosure3   ok       -     64   46     46    0      0      0
enclosure4   ok       -     64   44     44    0      0      0
enclosure5   ok       -     64   45     45    0      0      0
enclosure6   ok       -     64   44     44    0      0      0
enclosure7   ok       -     32   0      0     0      0      0
enclosure8   ok       -     64   0      0     0      0      0
rack1        ok       -     128  88     88    0      0      0
```

```
rack2       ok      -     128  90    90    0     0     0
rack3       ok      -     128  89    89    0     0     0
rack4       ok      -     128  0     0     0     0     0
```

Based on the 12 configured compute units, jobs can be submitted with a variety of compute unit requirements.

Use compute units

1. `bsub -R "cu[]" -n 64 ./app`

   This job is restricted to compute units of the default type `enclosure`. The default **`pref=config`** applies, with compute units considered in configuration order. The job runs on 30 slots in `enclosure1`, 10 slots in **`enclosure2`**, 8 slots in **`enclosure3`**, and 16 slots in **`enclosure4`** for a total of 64 slots.

2. Compute units can be considered in order of most free slots or fewest free slots, where free slots include any slots available and not occupied by a running job.

   `bsub -R "cu[pref=minavail]" -n 32 ./app`

   This job is restricted to compute units of the default type `enclosure` in the order **`pref=minavail`**. Compute units with the fewest free slots are considered first. The job runs on 10 slots in `enclosure2`, 18 slots in **`enclosure3`** and 3 slots in **`enclosure5`** for a total of 32 slots.

3. `bsub -R "cu[type=rack:pref=maxavail]" -n 64 ./app`

   This job is restricted to compute units of the default type `enclosure` in the order **`pref=maxavail`**. Compute units with the most free slots are considered first. The job runs on 64 slots in `enclosure8`.

Localized allocations

Jobs can be run over a limited number of compute units using the **`maxcus`** keyword.

1. `bsub -R "cu[pref=maxavail:maxcus=1]" ./app`

   This job is restricted to a single enclosure, and compute units with the most free slots are considered first. The job requirements are satisfied by `enclosure8` which has 64 free slots.

2. `bsub -n 64 -R "cu[maxcus=3]" ./app`

   This job requires a total of 64 slots over 3 enclosures or less. Compute units are considered in configuration order. The job requirements are satisfied by the following allocation:

compute unit	free slots
enclosure1	30
enclosure3	18
enclosure4	16

Balanced slot allocations

Balanced allocations split jobs evenly between compute units, which increases the efficiency of some applications.

1. `bsub -n 80 -R "cu[balance:maxcus=4]" ./app`

   This job requires a balanced allocation over the fewest possible compute units of type `enclosure` (the default type), with a total of 80 slots. Since none of the

configured enclosures have 80 slots, 2 compute units with 40 slots each are used, satisfying the **maxcus** requirement to use 4 compute units or less.

The keyword **pref** is not included so the default order of **pref=config** is used. The job requirements are satisfied by 40 slots on both `enclosure7` and `enclosure8` for a total of 80 slots.

2. `bsub -n 64 -R "cu[balance:type=rack:pref=maxavail]" ./app`

   This job requires a balanced allocation over the fewest possible compute units of type `rack`, with a total of 64 slots. Compute units with the most free slots are considered first, in the order `rack4`, `rack1`, `rack3`, `rack2`. The job requirements are satisfied by `rack4`.

3. `bsub -n "40,80" -R "cu[balance:pref=minavail]" ./app`

   This job requires a balanced allocation over compute units of type `rack`, with a range of 40 to 80 slots. Only the minimum number of slots is considered when a range is specified along with keyword **balance**, so the job needs 40 slots. Compute units with the fewest free slots are considered first.

   Because balance uses the fewest possible compute units, racks with 40 or more slots are considered first, namely `rack1` and `rack4`. The rack with the fewest available slots is then selected, and all job requirements are satisfied by `rack1`.

Balanced host allocations

Using **balance** and **ptile** together within the requirement string results in a balanced host allocation over compute units, and the same number of slots from each host. The final host may provide fewer slots if required.

- `bsub -n 64 -R "cu[balance] span[ptile=4]" ./app`

  This job requires a balanced allocation over the fewest possible compute units of type `enclosure`, with a total of 64 slots. Each host used must provide 4 slots. Since `enclosure8` has 64 slots available over 16 hosts (4 slots per host), it satisfies the job requirements.

  Had `enclosure8` not satisfied the requirements, other possible allocations in order of consideration (fewest compute units first) include:

number of compute units	number of hosts
2	8+8
3	5+5+6
4	4+4+4+4
5	3+3+3+3+4

Minimum slot allocations

Minimum slot allocations result in jobs spreading over fewer compute units, and ignoring compute units with few hosts available.

1. `bsub -n 45 -R "cu[usablecuslots=10:pref=minavail]" ./app`

   This job requires an allocation of at least 10 slots in each enclosure, except possibly the last one. Compute units with the fewest free slots are considered first. The requirements are satisfied by a slot allocation of:

compute unit	number of slots
enclosure2	10

compute unit	number of slots
enclosure5	19
enclosure4	16

2. `bsub -n "1,140" -R "cu[usablecuslots=20]" ./app`

   This job requires an allocation of at least 20 slots in each enclosure, except possibly the last one. Compute units are considered in configuration order and as close to 140 slots are allocated as possible. The requirements are satisfied by an allocation of 140 slots, where only the last compute unit has fewer than 20 slots allocated as follows:

compute unit	number of slots
enclosure1	30
enclosure4	20
enclosure6	20
enclosure7	64
enclosure2	6

Exclusive compute unit jobs

Because `EXCLUSIVE=CU[rack]` in `lsb.queues`, jobs may use compute units of type `rack` or finer granularity type **`enclosure`** exclusively. Exclusive jobs lock all compute units they run in, even if not all slots are being used by the job. Running compute unit exclusive jobs minimizes communications slowdowns resulting from shared network bandwidth.

1. `bsub -R "cu[excl:type=enclosure]" ./app`

   This job requires exclusive use of an enclosure with compute units considered in configuration order. The first enclosure not running any jobs is `enclosure7`.

2. Using **`excl`** with **`usablecuslots`**, the job avoids compute units where a large portion of the hosts are unavailable.

   `bsub -n 90 -R "cu[excl:usablecuslots=12:type=enclosure]" ./app`

   This job requires exclusive use of compute units, and will not use a compute unit if fewer than 12 slots are available. Compute units are considered in configuration order. In this case the job requirements are satisfied by 64 slots in `enclosure7` and 26 slots in `enclosure8`.

3. `bsub -R "cu[excl]" ./app`

   This job requires exclusive use of a rack with compute units considered in configuration order. The only rack not running any jobs is `rack4`.

Reservation

Compute unit constraints such as keywords **`maxcus`**, **`balance`**, and **`excl`** can result in inaccurately predicted start times from default LSF resource reservation.
Time-based resource reservation provides a more accurate pending job predicted start time. When calculating job a time-based predicted start time, LSF considers job scheduling constraints and requirements, including job topology and resource limits, for example.

Host-level compute units

Configuring each individual host as a compute unit allows you to use the compute unit features for host level job allocation. Consider an example where one type of compute units has been defined in the parameter **COMPUTE_UNIT_TYPES** in `lsb.params`:

```
COMPUTE_UNIT_TYPES= host!
```

The hosts have been grouped into compute hosts in the **ComputeUnit** section of `lsb.hosts` as follows:

```
Begin ComputeUnit
NAME  MEMBER   TYPE
h1    host1    host
h2    host2    host
...
h50   host50   host
End ComputeUnit
```

Each configured compute unit of default type `host` contains a single host.

Order host allocations

Using the compute unit keyword `pref`, hosts can be considered in order of most free slots or fewest free slots, where free slots include any slots available and not occupied by a running job:

1. `bsub -R "cu[]" ./app`

   Compute units of default type `host`, each containing a single host, are considered in configuration order.
2. `bsub -R "cu[pref=minavail]" ./app`

   Compute units of default type `host` each contain a single host. Compute units with the fewest free slots are considered first.
3. `bsub -n 20 -R "cu[pref=maxavail]" ./app`

   Compute units of default type `host` each contain a single host. Compute units with the most free slots are considered first. A total of 20 slots are allocated for this job.

Limit hosts in allocations

Using the compute unit keyword `maxcus`, the maximum number of hosts allocated to a job can be set:

- `bsub -n 12 -R "cu[pref=maxavail:maxcus=3]" ./app`

  Compute units of default type `host` each contain a single host. Compute units with the most free slots are considered first. This job requires an allocation of 12 slots over at most 3 hosts.

Balanced slot allocations

Using the compute unit keyword `balance`, jobs can be evenly distributed over hosts:

1. `bsub -n 9 -R "cu[balance]" ./app`

   Compute units of default type `host`, each containing a single host, are considered in configuration order. Possible balanced allocations are:

compute units	hosts	number of slots per host
1	1	9
2	2	4, 5
3	3	3, 3, 3
4	4	2, 2, 2, 3
5	5	2, 2, 2, 2, 1
6	6	2, 2, 2, 1, 1, 1
7	7	2, 2, 1, 1, 1, 1, 1
8	8	2, 1, 1, 1, 1, 1, 1, 1
9	9	1, 1, 1, 1, 1, 1, 1, 1, 1

2. `bsub -n 9 -R "cu[balance:maxcus=3]" ./app`

   Compute units of default type `host`, each containing a single host, are considered in configuration order. Possible balanced allocations are 1 host with 9 slots, 2 hosts with 4 and 5 slots, or 3 hosts with 3 slots each.

Minimum slot allocations

Using the compute unit keyword `usablecuslots`, hosts are only considered if they have a minimum number of slots free and usable for this job:

1. `bsub -n 16 -R "cu[usablecuslots=4]" ./app`

   Compute units of default type `host`, each containing a single host, are considered in configuration order. Only hosts with 4 or more slots available and not occupied by a running job are considered. Each host (except possibly the last host allocated) must contribute at least 4 slots to the job.

2. `bsub -n 16 -R "rusage[mem=1000] cu[usablecuslots=4]" ./app`

   Compute units of default type `host`, each containing a single host, are considered in configuration order. Only hosts with 4 or more slots available, not occupied by a running job, and with 1000 memory units are considered. A host with 10 slots and 2000 units of memory, for example, will only have 2 slots free that satisfy the memory requirements of this job.

Control processor allocation across hosts

Sometimes you need to control how the selected processors for a parallel job are distributed across the hosts in the cluster.

You can control this at the job level or at the queue level. The queue specification is ignored if your job specifies its own locality.

Specify parallel job locality at the job level

By default, LSF does allocate the required processors for the job from the available set of processors.

A parallel job may span multiple hosts, with a specifiable number of processes allocated to each host. A job may be scheduled on to a single multiprocessor host to take advantage of its efficient shared memory, or spread out on to multiple hosts to take advantage of their aggregate memory and swap space. Flexible spanning may also be used to achieve parallel I/O.

You are able to specify "select all the processors for this parallel batch job on the same host", or "do not choose more than `n` processors on one host" by using the `span` section in the resource requirement string (**bsub -R or RES_REQ** in the queue definition in `lsb.queues`).

If `PARALLEL_SCHED_BY_SLOT=Y` in `lsb.params`, the `span` string is used to control the number of job slots instead of processors.

Syntax

The `span` string supports the following syntax:

span[hosts=1]

Indicates that all the processors allocated to this job must be on the same host.

span[ptile=*value*]

Indicates the number of processors on each host that should be allocated to the job, where *value* is one of the following:

- Default `ptile` value, specified by *n* processors. In the following example, the job requests 4 processors on each available host, regardless of how many processors the host has:

  ```
  span[ptile=4]
  ```

- Predefined `ptile` value, specified by '!'. The following example uses the predefined maximum job slot limit `lsb.hosts` (MXJ per host type/model) as its value:

  ```
  span[ptile='!']
  ```

  Tip:

  If the host or host type/model does not define MXJ, the default predefined `ptile` value is 1.

- Predefined `ptile` value with optional multiple `ptile` values, per host type or host model:
  - For host type, you must specify `same[type]` in the resource requirement. In the following example, the job requests 8 processors on a host of type `HP` , and 2 processors on a host of type `LINUX`, and the predefined maximum job slot limit in `lsb.hosts` (MXJ) for other host types:

    ```
    span[ptile='!',HP:8,LINUX:2] same[type]
    ```

  - For host model, you must specify `same[model]` in the resource requirement. In the following example, the job requests 4 processors on hosts of model `PC1133`, and 2 processors on hosts of model PC233, and the predefined maximum job slot limit in `lsb.hosts` (MXJ) for other host models:

    ```
    span[ptile='!',PC1133:4,PC233:2] same[model]
    ```

span[hosts=-1]

Disables `span` setting in the queue. LSF allocates the required processors for the job from the available set of processors.

For example,

```
bsub -q super -R "span[hosts=-1]" -n 5 sleep 180
```

Specify multiple ptile values

In a span string with multiple ptile values, you must specify a predefined default value (ptile='!') and either host model or host type.

You can specify both type and model in the span section in the resource requirement string, but the ptile values must be the same type.

If you specify same[type:model], you *cannot* specify a predefined ptile value (!) in the span section.

Restriction:

Under bash 3.0, the exclamation mark (!) is not interpreted correctly by the shell. To use predefined ptile value (ptile='!'), use the +H option to disable '!' style history substitution in bash (sh +H).

LINUX and HP are both host types and can appear in the same span string. The following span string is valid:

```
same[type] span[ptile='!',LINUX:2,HP:4]
```

PC233 and PC1133 are both host models and can appear in the same span string. The following span string is valid:

```
same[model] span[ptile='!',PC233:2,PC1133:4]
```

You cannot mix host model and host type in the same span string. The following span strings are *not* correct:

```
span[ptile='!',LINUX:2,PC1133:4] same[model]
span[ptile='!',LINUX:2,PC1133:4] same[type]
```

The LINUX host type and PC1133 host model cannot appear in the same span string.

Multiple ptile values for a host type

For host type, you must specify same[type] in the resource requirement. For example:

```
span[ptile='!',HP:8,SOL:8,LINUX:2] same[type]
```

The job requests 8 processors on a host of type HP or SOL, and 2 processors on a host of type LINUX, and the predefined maximum job slot limit in lsb.hosts (MXJ) for other host types.

Multiple ptile values for a host model

For host model, you must specify same[model] in the resource requirement. For example:

```
span[ptile='!',PC1133:4,PC233:2] same[model]
```

The job requests 4 processors on hosts of model PC1133, and 2 processors on hosts of model PC233, and the predefined maximum job slot limit in lsb.hosts (MXJ) for other host models.

Examples

```
bsub -n 4 -R "span[hosts=1]" myjob
```

Runs the job on a host that has at least 4 processors currently eligible to run the 4 components of this job.

```
bsub -n 4 -R "span[ptile=2]" myjob
```

Runs the job on 2 hosts, using 2 processors on each host. Each host may have more than 2 processors available.

```
bsub -n 4 -R "span[ptile=3]" myjob
```

Runs the job on 2 hosts, using 3 processors on the first host and 1 processor on the second host.

```
bsub -n 4 -R "span[ptile=1]" myjob
```

Runs the job on 4 hosts, even though some of the 4 hosts may have more than one processor currently available.

```
bsub -n 4 -R "type==any same[type] span[ptile='!',LINUX:2,HP:4]" myjob
```

Submits `myjob` to request 4 processors running on 2 hosts of type `LINUX` (2 processors per host), or a single host of type `HP`, or for other host types, the predefined maximum job slot limit in `lsb.hosts` (MXJ).

```
bsub -n 16 -R "type==any same[type] span[ptile='!',HP:8,SOL:8,LINUX:2]" myjob
```

Submits `myjob` to request 16 processors on 2 hosts of type `HP` or `SOL` (8 processors per hosts), or on 8 hosts of type `LINUX` (2 processors per host), or the predefined maximum job slot limit in `lsb.hosts` (MXJ) for other host types.

```
bsub -n 4 -R "same[model] span[ptile='!',PC1133:4,PC233:2]" myjob
```

Submits `myjob` to request a single host of model `PC1133` (4 processors), or 2 hosts of model PC233 (2 processors per host), or the predefined maximum job slot limit in `lsb.hosts` (MXJ) for other host models.

Specify parallel job locality at the queue level

The queue may also define the locality for parallel jobs using the RES_REQ parameter.

Run parallel processes on homogeneous hosts

Parallel jobs run on multiple hosts. If your cluster has heterogeneous hosts some processes from a parallel job may for example, run on Solaris. However, for performance reasons you may want all processes of a job to run on the same type of host instead of having some processes run on one type of host and others on another type of host.

You can use the same section in the resource requirement string to indicate to LSF that processes are to run on one type or model of host. You can also use a custom resource to define the criteria for homogeneous hosts.

Run all parallel processes on the same host type

```
bsub -n 4 -R"select[type==HP6 || type==SOL11] same[type]" myjob
```

Allocate 4 processors on the same host type—either HP, or Solaris 11, but not both.

Run all parallel processes on the same host type and model

```
bsub -n 6 -R"select[type==any] same[type:model]" myjob
```

Allocate 6 processors on any host type or model as long as all the processors are on the same host type and model.

Run all parallel processes on hosts in the same high-speed connection group

```
bsub -n 12 -R "select[type==any && (hgconnect==hg1 |
| hgconnect==hg2 || hgconnect==hg3)] same[hgconnect:type]" myjob
```

For performance reasons, you want to have LSF allocate 12 processors on hosts in high-speed connection group `hg1`, `hg2`, or `hg3`, but not across hosts in `hg1`, `hg2` or `hg3` at the same time. You also want hosts that are chosen to be of the same host type.

This example reflects a network in which network connections among hosts in the same group are high-speed, and network connections between host groups are low-speed.

In order to specify this, you create a custom resource `hgconnect` in `lsf.shared`.

```
Begin Resource
RESOURCENAME    TYPE    INTERVAL     INCREASING      RELEASE      DESCRIPTION
hgconnect       STRING        ()             ()           ()      (OS release)
...
End Resource
```

In the `lsf.cluster.`*cluster_name* file, identify groups of hosts that share high-speed connections.

```
Begin ResourceMap
RESOURCENAME    LOCATION
hgconnect       (hg1@[hostA hostB] hg2@[hostD hostE] hg3@[hostF hostG hostX])
End ResourceMap
```

If you want to specify the same resource requirement at the queue level, define a custom resource in `lsf.shared` as in the previous example, map hosts to high-speed connection groups in `lsf.cluster.`*cluster_name*, and define the following queue in `lsb.queues`:

```
Begin Queue
QUEUE_NAME = My_test
PRIORITY = 30
NICE = 20 RES_REQ = "select[mem > 1000 && type==any && (hgconnect==hg1 ||
hgconnect==hg2 || hgconnect=hg3)]same[hgconnect:type]"
DESCRIPTION = either hg1 or hg2 or hg3
End Queue
```

This example allocates processors on hosts that:

- Have more than 1000 MB in memory
- Are of the same host type
- Are in high-speed connection group `hg1` or `hg2` or `hg3`

Limit the number of processors allocated

| Use the **TASKLIMIT** parameter in `lsb.queues` or `lsb.applications` to limit the
| number of tasks that can be allocated to a parallel job.

Syntax

| `TASKLIMIT = [`*minimum_limit* `[`*default_limit*`]] `*maximum_limit*

All limits must be positive numbers greater than or equal to 1 that satisfy the following relationship:

1 <= *minimum* <= *default* <= *maximum*

You can specify up to three limits in the **TASKLIMIT** parameter:

If you specify ...	Then ...
One limit	It is the maximum task limit. The minimum and default limits are set to 1.
Two limits	The first is the minimum task limit, and the second is the maximum. The default is set equal to the minimum. The minimum must be less than or equal to the maximum.
Three limits	The first is the minimum task limit, the second is the default task limit, and the third is the maximum. The minimum must be less than the default and the maximum.

How TASKLIMIT affects submission of parallel jobs

The **-n** option of **bsub** specifies the number of tasks to be used by a parallel job, subject to the task limits of the queue or application profile.

Jobs that specify fewer tasks than the minimum **TASKLIMIT** or more tasks than the maximum **TASKLIMIT** are rejected.

If a default value for **TASKLIMIT** is specified, jobs submitted without specifying **-n** use the default number of **TASKLIMIT**. If the queue or application profile has only minimum and maximum values for **TASKLIMIT**, the number of tasks is equal to the minimum value. If only a maximum value for **TASKLIMIT** is specified, or no **TASKLIMIT** is specified, the number of processors is equal to 1.

Incorrect task limits are ignored, and a warning message is displayed when LSF is reconfigured or restarted. A warning message is also logged to the mbatchd log file when LSF is started.

Change TASKLIMIT

If you change the **TASKLIMIT** parameter, the new task limit does not affect running jobs. Pending jobs with no task requirements use the new default **TASKLIMIT** value. If the pending job does not satisfy the new task limits, it remains in PEND state, and the pending reason changes to the following:

```
Job no longer satisfies TASKLIMIT configuration
```

If the **TASKLIMIT** specification is incorrect (for example, too many parameters), a reconfiguration error message is issued. Reconfiguration proceeds and the incorrect **TASKLIMIT** is ignored.

Resizable jobs

Resizable job allocation requests obey the **TASKLIMIT** definition in both application profiles and queues. When the maximum job task request is greater than the maximum task definition in **TASKLIMIT**, LSF chooses the minimum value of both. For example, if a job asks for `-n 1,4`, but **TASKLIMIT** is defined as `2 2 3`, the maximum task request for the job is 3 rather than 4.

Automatic queue selection

When you submit a parallel job without specifying a queue name, LSF automatically selects the most suitable queue from the queues listed in the DEFAULT_QUEUE parameter in `lsb.params` or the LSB_DEFAULTQUEUE environment variable. Automatic queue selection takes into account any maximum and minimum **TASKLIMIT** values for the queues available for automatic selection.

If you specify `-n` *min_task,max_task*, but do not specify a queue, the first queue that satisfies the task requirements of the job is used. If no queue satisfies the task requirements, the job is rejected.

For example, queues with the following **TASKLIMIT** values are defined in `lsb.queues`:

- `queueA` with `TASKLIMIT=1 1 1`
- `queueB` with `TASKLIMIT=2 2 2`
- `queueC` with `TASKLIMIT=4 4 4`
- `queueD` with `TASKLIMIT=8 8 8`
- `queueE` with `TASKLIMIT=16 16 16`

In `lsb.params`: `DEFAULT_QUEUE=queueA queueB queueC queueD queueE`

For the following jobs:

```
bsub -n 8 myjob
```

LSF automatically selects queueD to run `myjob`.

```
bsub -n 5 myjob
```

Job `myjob` fails because no default queue has the correct number of processors.

Maximum task limit

TASKLIMIT is specified in the default queue in `lsb.queues` as:

```
TASKLIMIT = 3
```

The maximum number of tasks that can be allocated for this queue is 3.

Example	Description
`bsub -n 2 myjob`	The job `myjob` has 2 tasks.
`bsub -n 4 myjob`	The job `myjob` is rejected from the queue because it requires more than the maximum number of tasks configured for the queue (3).
`bsub -n 2,3 myjob`	The job `myjob` runs on 2 or 3 processors.

Example	Description
`bsub -n 2,5 myjob`	The job `myjob` runs on 2 or 3 processors, depending on how many slots are currently available on the host.
`bsub myjob`	No default or minimum is configured, so the job `myjob` runs on 1 processor.

Minimum and maximum task limits

`TASKLIMIT` is specified in `lsb.queues` as:

```
TASKLIMIT = 3 8
```

The minimum number of tasks that can be allocated for this queue is 3 and the maximum number of tasks that can be allocated for this queue is 8.

Example	Description
`bsub -n 5 myjob`	The job `myjob` has 5 tasks.
`bsub -n 2 myjob`	The job `myjob` is rejected from the queue because the number of processors requested is less than the minimum number of processors configured for the queue (3).
`bsub -n 4,5 myjob`	The job `myjob` runs on 4 or 5 processors.
`bsub -n 2,6 myjob`	The job `myjob` runs on 3 to 6 processors.
`bsub -n 4,9 myjob`	The job `myjob` runs on 4 to 8 processors.
`bsub myjob`	The default number of processors is equal to the minimum number (3). The job `myjob` runs on 3 processors.

Minimum, default, and maximum task limits

`TASKLIMIT` is specified in `lsb.queues` as:

```
TASKLIMIT = 4 6 9
```

- Minimum number of tasks that can be allocated for this queue is 4
- Default number of tasks for the queue is 6
- Maximum number of tasks that can be allocated for this queue is 9

Example	Description
`bsub myjob`	Because a default number of tasks is configured, the job `myjob` runs on 6 processors.

Limit the number of allocated hosts

Use the HOSTLIMIT_PER_JOB parameter in `lsb.queues` to limit the number of hosts that a job can use. For example, if a user submits a parallel job using `bsub -n 1,4096 -R "span[ptile=1]"`, this job requests 4096 hosts from the cluster. If you specify a limit of 20 hosts per job, a user submitting a job requesting 4096 hosts will only be allowed to use 20 hosts.

Syntax

HOSTLIMIT_PER_JOB = *integer*

Specify the maximum number of hosts that a job can use. If the number of hosts requested for a parallel job exceeds this limit, the parallel job will pend.

How HOSTLIMIT_PER_JOB affects submission of parallel jobs

span[ptile=*value*] resource requirements

If a parallel job is submitted with the span[ptile=*processors_per_host*] resource requirement, the exact number of hosts requested is known (by dividing the number of processors by the processors per host). The job is rejected if the number of hosts requested exceeds the HOSTLIMIT_PER_JOB value. Other commands that specify a span[ptile=*processors_per_host*] resource requirement (such as **bmod**) are also subjected to this per-job host limit.

Compound resource requirements

If there is any part of the compound resource requirement that does not have a ptile specification, that part is considered to have a minimum of one host requested (before multiplying) when calculating the number of hosts requested.

For example:

- 2*{span[ptile=1]}+3*{-} is considered to have a minimum of three hosts requested because the last part uses at least three hosts.
- 2*{-}+3*{-}+4*{-} is considered to have a minimum of three hosts requested.

Alternative resource requirements

The smallest calculated number of hosts for all sets of resource requirements is used to compare to requested number of hosts with the per-job host limit. Any sets of resource requirements containing compound resource requirements, are calculated as compound resource requirements (that is, if there is any part of the compound resource requirement that does not have a ptile specification, that part is considered to have a minimum of one host requested, before multiplying, when calculating the number of hosts requested).

If the number of hosts requested in a parallel job is unknown during the submission stage, the per-job host limit does not apply and the job submission is accepted.

The per-job host limit is verified during resource allocation. If the per-job host limit is exceeded and the minimum number of requested hosts cannot be satisfied, the parallel job will pend.

This parameter does not stop the parallel job from resuming even if the job's host allocation exceeds the per-job host limit specified in this parameter.

If a parallel job is submitted under a range of the number of slots (bsub -n "*min*,*max*"), the per-job host limit applies to the minimum number of requested slots. That is, if the minimum number of requested slots is satisfied under the per-job host limit, the job submission is accepted.

Note: If you do not use a `ptile` specification in your resource requirements, LSF may have a false scheduling failure (that is, LSF may fail to find an allocation for a parallel job), even if a valid allocation exists. This occurs due to the computational complexity of finding an allocation with complex resource and limit relationships.

For example, hostA has two slots available, hostB and hostC have four slots available, and hostD has eight slots available, and `HOSTLIMIT_PER_JOB=2`. If you submit a job that requires ten slots and no `ptile` specification, the scheduler will determine that selecting hostA, hostB, and hostC will satisfy the requirements, but since this requires three hosts, the job will pend. This is a false scheduling failure because selecting hostA and hostD would satisfy this requirement.

To avoid false scheduling failure when **HOSTLIMIT_PER_JOB** is specified, submit jobs with the `ptile` resource requirement or add `order[slots]` to the resource requirements.

Reserve processors

About processor reservation

When parallel jobs have to compete with sequential jobs for job slots, the slots that become available are likely to be taken immediately by a sequential job. Parallel jobs need multiple job slots to be available before they can be dispatched. If the cluster is always busy, a large parallel job could be pending indefinitely. The more processors a parallel job requires, the worse the problem is.

Processor reservation solves this problem by reserving job slots as they become available, until there are enough reserved job slots to run the parallel job.

You might want to configure processor reservation if your cluster has a lot of sequential jobs that compete for job slots with parallel jobs.

How processor reservation works

Processor reservation is disabled by default.

If processor reservation is enabled, and a parallel job cannot be dispatched because there are not enough job slots to satisfy its minimum processor requirements, the job slots that are currently available is reserved and accumulated.

A reserved job slot is unavailable to any other job. To avoid deadlock situations in which the system reserves job slots for multiple parallel jobs and none of them can acquire sufficient resources to start, a parallel job gives up all its reserved job slots if it has not accumulated enough to start within a specified time. The reservation time starts from the time the first slot is reserved. When the reservation time expires, the job cannot reserve any slots for one scheduling cycle, but then the reservation process can begin again.

If you specify first execution host candidates at the job or queue level, LSF tries to reserve a job slot on the first execution host. If LSF cannot reserve a first execution host job slot, it does not reserve slots on any other hosts.

Configure processor reservation

To enable processor reservation, set **SLOT_RESERVE** in `lsb.queues` and specify the reservation time.
A job cannot hold any reserved slots after its reservation time expires.
SLOT_RESERVE=MAX_RESERVE_TIME[*n*].

where *n* is an integer by which to multiply MBD_SLEEP_TIME.
MBD_SLEEP_TIME is defined in `lsb.params`; the default value is 60 seconds.
For example:

```
Begin Queue
.
PJOB_LIMIT=1
SLOT_RESERVE = MAX_RESERVE_TIME[5]
.
End Queue
```

In this example, if MBD_SLEEP_TIME is 60 seconds, a job can reserve job slots for 5 minutes. If MBD_SLEEP_TIME is 30 seconds, a job can reserve job slots for 5 *30= 150 seconds, or 2.5 minutes.

View information about reserved job slots

Display reserved slots using **bjobs**.
The number of reserved slots can be displayed with the **bqueues**, **bhosts**, **bhpart**, and **busers** commands. Look in the `RSV` column.

Reserve memory for pending parallel jobs

By default, the rusage string reserves resources for running jobs. Because resources are not reserved for pending jobs, some memory-intensive jobs could be pending indefinitely because smaller jobs take the resources immediately before the larger jobs can start running. The more memory a job requires, the worse the problem is.

Memory reservation for pending jobs solves this problem by reserving memory as it becomes available, until the total required memory specified on the rusage string is accumulated and the job can start. Use memory reservation for pending jobs if memory-intensive jobs often compete for memory with smaller jobs in your cluster.

Unlike slot reservation, which only applies to parallel jobs, memory reservation applies to both sequential and parallel jobs.

Configure memory reservation for pending parallel jobs

You can reserve host memory for pending jobs.

Set the RESOURCE_RESERVE parameter in a queue defined in `lsb.queues`.
The RESOURCE_RESERVE parameter overrides the SLOT_RESERVE parameter. If both RESOURCE_RESERVE and SLOT_RESERVE are defined in the same queue, job slot reservation and memory reservation are enabled and an error is displayed when the cluster is reconfigured. SLOT_RESERVE is ignored. Backfill on memory may still take place.
The following queue enables both memory reservation and backfill in the same queue:

```
Begin Queue
QUEUE_NAME = reservation_backfill
DESCRIPTION = For resource reservation and backfill
PRIORITY = 40
RESOURCE_RESERVE = MAX_RESERVE_TIME[20]
BACKFILL = Y
End Queue
```

Enable per-slot memory reservation

By default, memory is reserved for parallel jobs on a per-host basis. For example, by default, the command:

```
bsub -n 4 -R "rusage[mem=500]" -q reservation myjob
```

requires the job to reserve 500 MB on each host where the job runs.

To enable per-slot memory reservation, define RESOURCE_RESERVE_PER_SLOT=y in `lsb.params`. In this example, if per-slot reservation is enabled, the job must reserve 500 MB of memory for each job slot (4 * 500 = 2 GB) on the host in order to run.

Backfill scheduling

By default, a reserved job slot cannot be used by another job. To make better use of resources and improve performance of LSF, you can configure backfill scheduling.

About backfill scheduling

Backfill scheduling allows other jobs to use the reserved job slots, as long as the other jobs do not delay the start of another job. Backfilling, together with processor reservation, allows large parallel jobs to run while not underutilizing resources.

In a busy cluster, processor reservation helps to schedule large parallel jobs sooner. However, by default, reserved processors remain idle until the large job starts. This degrades the performance of LSF because the reserved resources are idle while jobs are waiting in the queue.

Backfill scheduling allows the reserved job slots to be used by small jobs that can run and finish before the large job starts. This improves the performance of LSF because it increases the utilization of resources.

How backfilling works

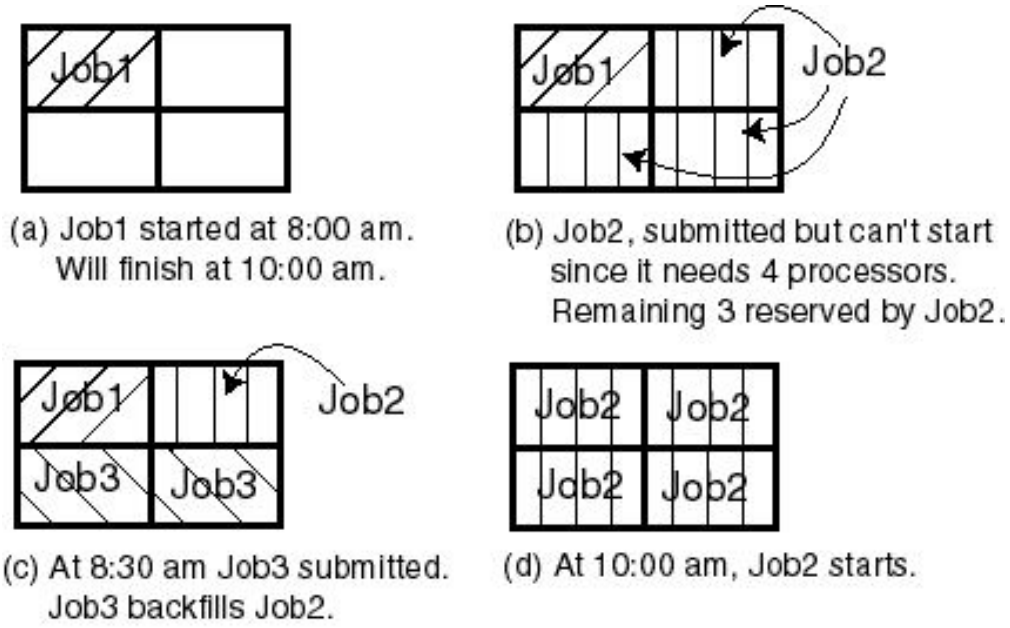
For backfill scheduling, LSF assumes that a job can run until its run limit expires. Backfill scheduling works most efficiently when all the jobs in the cluster have a run limit.

Since jobs with a shorter run limit have more chance of being scheduled as backfill jobs, users who specify appropriate run limits in a backfill queue is rewarded by improved turnaround time.

Once the big parallel job has reserved sufficient job slots, LSF calculates the start time of the big job, based on the run limits of the jobs currently running in the reserved slots. LSF cannot backfill if the big job is waiting for a job that has no run limit defined.

If LSF can backfill the idle job slots, only jobs with run limits that expire before the start time of the big job is allowed to use the reserved job slots. LSF cannot backfill with a job that has no run limit.

Example



(a) Job1 started at 8:00 am. Will finish at 10:00 am.

(b) Job2, submitted but can't start since it needs 4 processors. Remaining 3 reserved by Job2.

(c) At 8:30 am Job3 submitted. Job3 backfills Job2.

(d) At 10:00 am, Job2 starts.

In this scenario, assume the cluster consists of a 4-CPU multiprocessor host.

1. A sequential job (`job1`) with a run limit of 2 hours is submitted and gets started at 8:00 am (figure a).
2. Shortly afterwards, a parallel job (`job2`) requiring all 4 CPUs is submitted. It cannot start right away because `job1` is using one CPU, so it reserves the remaining 3 processors (figure b).
3. At 8:30 am, another parallel job (`job3`) is submitted requiring only two processors and with a run limit of 1 hour. Since `job2` cannot start until 10:00am (when `job1` finishes), its reserved processors can be backfilled by `job3` (figure c). Therefore `job3` can complete before `job2`'s start time, making use of the idle processors.
4. `Job3` finishes at 9:30am and `job1` at 10:00am, allowing `job2` to start shortly after 10:00am. In this example, if `job3`'s run limit was 2 hours, it would not be able to backfill `job2`'s reserved slots, and would have to run after `job2` finishes.

Limitations

- A job does not have an estimated start time immediately after mbatchd is reconfigured.

Backfilling and job slot limits

A backfill job borrows a job slot that is already taken by another job. The backfill job does not run at the same time as the job that reserved the job slot first. Backfilling can take place even if the job slot limits for a host or processor have been reached. Backfilling cannot take place if the job slot limits for users or queues have been reached.

Job resize allocation requests

Pending job resize allocation requests are supported by backfill policies. However, the run time of pending resize request is equal to the remaining run time of the running resizable job. For example, if RUN LIMIT of a resizable job is 20 hours and 4 hours have already passed, the run time of pending resize request is 16 hours.

Configure backfill scheduling

Backfill scheduling is enabled at the queue level. Only jobs in a backfill queue can backfill reserved job slots. If the backfill queue also allows processor reservation, then backfilling can occur among jobs within the same queue.

Configure a backfill queue

1. To configure a backfill queue, define BACKFILL in `lsb.queues`.
2. Specify `Y` to enable backfilling. To disable backfilling, specify `N` or blank space.

   BACKFILL=Y

Enforce run limits

Backfill scheduling requires all jobs to specify a duration. If you specify a run time limit using the command line **bsub -W** option or by defining the **RUNLIMIT** parameter in `lsb.queues` or `lsb.applications`, LSF uses that value as a hard limit and terminates jobs that exceed the specified duration. Alternatively, you can specify an estimated duration by defining the **RUNTIME** parameter in `lsb.applications`. LSF uses the **RUNTIME** estimate for scheduling purposes only, and does not terminate jobs that exceed the **RUNTIME** duration.

View information about job start time

Use **bjobs -l** to view the estimated start time of a job.

Use backfill on memory

If BACKFILL is configured in a queue, and a run limit is specified with `-W` on **bsub** or with RUNLIMIT in the queue, backfill jobs can use the accumulated memory reserved by the other jobs, as long as the backfill job can finish before the predicted start time of the jobs with the reservation.

Unlike slot reservation, which only applies to parallel jobs, backfill on memory applies to sequential and parallel jobs.

The following queue enables both memory reservation and backfill on memory in the same queue:

```
Begin Queue
QUEUE_NAME = reservation_backfill
DESCRIPTION = For resource reservation and backfill
PRIORITY = 40
RESOURCE_RESERVE = MAX_RESERVE_TIME[20]
BACKFILL = Y
End Queue
```

Examples of memory reservation and backfill on memory

The following queues are defined in `lsb.queues`:

```
Begin Queue
QUEUE_NAME = reservation
DESCRIPTION = For resource reservation
PRIORITY=40
RESOURCE_RESERVE = MAX_RESERVE_TIME[20]
End Queue
```

```
Begin Queue
QUEUE_NAME = backfill
DESCRIPTION = For backfill scheduling
PRIORITY = 30
BACKFILL = y
End Queue
```

lsb.params

Per-slot memory reservation is enabled by RESOURCE_RESERVE_PER_SLOT=y in `lsb.params`.

Assumptions

Assume one host in the cluster with 10 CPUs and 1 GB of free memory currently available.

Sequential jobs

Each of the following sequential jobs requires 400 MB of memory. The first three jobs run for 300 minutes.

Job 1:

```
bsub -W 300 -R "rusage[mem=400]" -q reservation myjob1
```

The job starts running, using 400M of memory and one job slot.

Job 2:

Submitting a second job with same requirements get the same result.

Job 3:

Submitting a third job with same requirements reserves one job slot, and reserve all free memory, if the amount of free memory is between 20 MB and 200 MB (some free memory may be used by the operating system or other software.)

Job 4:

```
bsub -W 400 -q backfill -R "rusage[mem=50]" myjob4
```

The job keeps pending, since memory is reserved by job 3 and it runs longer than job 1 and job 2.

Job 5:

```
bsub -W 100 -q backfill -R "rusage[mem=50]" myjob5
```

The job starts running. It uses one free slot and memory reserved by job 3. If the job does not finish in 100 minutes, it is killed by LSF automatically.

Job 6:

```
bsub -W 100 -q backfill -R "rusage[mem=300]" myjob6
```

The job keeps pending with no resource reservation because it cannot get enough memory from the memory reserved by job 3.

Job 7:

```
bsub -W 100 -q backfill myjob7
```

The job starts running. LSF assumes it does not require any memory and enough job slots are free.

Parallel jobs

Each process of a parallel job requires 100 MB memory, and each parallel job needs 4 cpus. The first two of the following parallel jobs run for 300 minutes.

Job 1:

```
bsub -W 300 -n 4 -R "rusage[mem=100]" -q reservation myJob1
```

The job starts running and use 4 slots and get 400MB memory.

Job 2:

Submitting a second job with same requirements gets the same result.

Job 3:

Submitting a third job with same requirements reserves 2 slots, and reserves all 200 MB of available memory, assuming no other applications are running outside of LSF.

Job 4:

```
bsub -W 400 -q backfill -R "rusage[mem=50]" myJob4
```

The job keeps pending since all available memory is already reserved by job 3. It runs longer than job 1 and job 2, so no backfill happens.

Job 5:

```
bsub -W 100 -q backfill -R "rusage[mem=50]" myJob5
```

This job starts running. It can backfill the slot and memory reserved by job 3. If the job does not finish in 100 minutes, it is killed by LSF automatically.

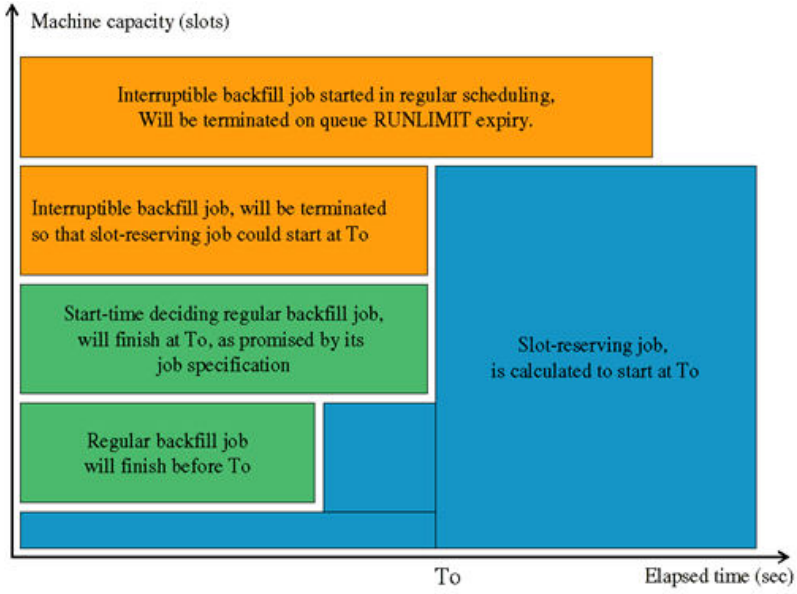
Use interruptible backfill

Interruptible backfill scheduling can improve cluster utilization by allowing reserved job slots to be used by low priority small jobs that are terminated when the higher priority large jobs are about to start.

An interruptible backfill job:

- Starts as a regular job and is killed when it exceeds the queue runtime limit, or
- Is started for backfill whenever there is a backfill time slice longer than the specified minimal time, and killed before the slot-reservation job is about to start. This applies to compute-intensive serial or single-node parallel jobs that can run a long time, yet be able to checkpoint or resume from an arbitrary computation point.

Resource allocation diagram



Job life cycle

1. Jobs are submitted to a queue configured for interruptible backfill. The job runtime requirement is ignored.
2. Job is scheduled as either regular job or backfill job.
3. The queue runtime limit is applied to the regularly scheduled job.
4. In backfill phase, the job is considered for run on any reserved resource, which duration is longer than the minimal time slice configured for the queue. The job runtime limit is set in such way, that the job releases the resource before it is needed by the slot reserving job.
5. The job runs in a regular manner. It is killed upon reaching its runtime limit, and requeued for the next run. Requeueing must be explicitly configured in the queue.

Assumptions and limitations

- The interruptible backfill job holds the slot-reserving job start until its calculated start time, in the same way as a regular backfill job. The interruptible backfill job is killed when its run limit expires.
- Killing other running jobs prematurely does not affect the calculated run limit of an interruptible backfill job. Slot-reserving jobs do not start sooner.
- While the queue is checked for the consistency of interruptible backfill, backfill and runtime specifications, the requeue exit value clause is not verified, nor executed automatically. Configure requeue exit values according to your site policies.
- In IBM Platform MultiCluster, **bhist** does not display interruptible backfill information for remote clusters.
- A migrated job belonging to an interruptible backfill queue is migrated as if LSB_MIG2PEND is set.
- Interruptible backfill is disabled for resizable jobs. A resizable job can be submitted into interruptible backfill queue, but the job cannot be resized.

Configure an interruptible backfill queue:
Configure INTERRUPTIBLE_BACKFILL=*seconds* in the lowest priority queue in the cluster. There can only be one interruptible backfill queue in the cluster.

Specify the minimum number of seconds for the job to be considered for backfilling. This minimal time slice depends on the specific job properties; it must be longer than at least one useful iteration of the job. Multiple queues may be created if a site has jobs of distinctively different classes.
For example:

```
Begin Queue
QUEUE_NAME   = background
# REQUEUE_EXIT_VALUES (set to whatever needed)
DESCRIPTION  = Interruptible Backfill queue
BACKFILL = Y
INTERRUPTIBLE_BACKFILL = 1
RUNLIMIT = 10
PRIORITY = 1
End Queue
```

Interruptible backfill is disabled if BACKFILL and RUNLIMIT are not configured in the queue.
The value of INTERRUPTIBLE_BACKFILL is the minimal time slice in seconds for a job to be considered for backfill. The value depends on the specific job properties; it must be longer than at least one useful iteration of the job. Multiple queues may be created for different classes of jobs.
BACKFILL and RUNLIMIT must be configured in the queue.
RUNLIMIT corresponds to a maximum time slice for backfill, and should be configured so that the wait period for the new jobs submitted to the queue is acceptable to users. 10 minutes of runtime is a common value.
You should configure REQUEUE_EXIT_VALUES for the queue so that resubmission is automatic. In order to terminate completely, jobs must have specific exit values:

- If jobs are checkpointable, use their checkpoint exit value.
- If jobs periodically save data on their own, use the SIGTERM exit value.

View the run limits for interruptible backfill jobs (bjobs and bhist):

1. Use **bjobs** to display the run limit calculated based on the configured queue-level run limit.

   For example, the interruptible backfill queue `lazy` configures RUNLIMIT=60:

```
bjobs -l 135
Job <135>, User <user1>, Project <default>, Status <RUN>, Queue <lazy>, Command
                     <myjob>
Mon Nov 21 11:49:22 2009: Submitted from host <hostA>, CWD <$HOME/H
                     PC/jobs>;
 RUNLIMIT
 59.5 min of hostA
Mon Nov 21 11:49:26 2009: Started on <hostA>, Execution Home </home
                     /user1>, Execution CWD </home/user1/HPC/jobs>;
...
```

2. Use **bhist** to display job-level run limit if specified.

   For example, job 135 was submitted with a run limit of 3 hours:

```
bsub -n 1 -q lazy -W 3:0 myjob
Job <135> is submitted to queue <lazy>.
```

   bhist displays the job-level run limit:

```
bhist -l 135
Job <135>, User <user1>, Project <default>, Command <myjob>
Mon Nov 21 11:49:22 2009: Submitted from host <hostA>, to Queue <lazy>, CWD <$HOME/HPC/jobs>;
 RUNLIMIT
 180.0 min of hostA
Mon Nov 21 11:49:26 2009: Dispatched to <hostA>;
```

```
Mon Nov 21 11:49:26 2009: Starting (Pid 2746);
Mon Nov 21 11:49:27 2009: Interruptible backfill runtime limit is 59.5 minutes;
Mon Nov 21 11:49:27 2009: Running with execution home </home/user1>, Execution CWD
...
```

Display available slots for backfill jobs

The **bslots** command displays slots reserved for parallel jobs and advance reservations. The available slots are not currently used for running jobs, and can be used for backfill jobs. The available slots displayed by **bslots** are only a snapshot of the slots currently not in use by parallel jobs or advance reservations. They are not guaranteed to be available at job submission.

By default, **bslots** displays all available slots, and the available run time for those slots. When no reserved slots are available for backfill, **bslots** displays "No reserved slots available."

The backfill window calculation is based on the snapshot information (current running jobs, slot reservations, advance reservations) obtained from **mbatchd**.The backfill window displayed can serve as reference for submitting backfillable jobs. However, if you have specified extra resource requirements or special submission options, it does not insure that submitted jobs are scheduled and dispatched successfully.

bslots -R only supports the select resource requirement string. Other resource requirement selections are not supported.

If the available backfill window has no run time limit, its length is displayed as UNLIMITED.

Examples

Display all available slots for backfill jobs:

```
bslots
```

```
SLOTS   RUNTIME
1       UNLIMITED
3       1 hour 30 minutes
5       1 hour 0 minutes
7       45 minutes
15      40 minutes
18      30 minutes
20      20 minutes
```

Display available slots for backfill jobs requiring 15 slots or more:

```
bslots -n 15
```

```
SLOTS   RUNTIME
```

15 40 minutes

18 30 minutes

20 20 minutes

Display available slots for backfill jobs requiring a run time of 30 minutes or more:

```
bslots -W 30
```

SLOTS RUNTIME

3 1 hour 30 minutes

5 1 hour 0 minutes

7 45 minutes

15 40 minutes

18 30 minutes

```
bslots -W 2:45
```

No reserved slots available.

```
bslots -n 15 -W 30
```

SLOTS RUNTIME

15 40 minutes

18 30 minutes

Display available slots for backfill jobs requiring a host with more than 500 MB of memory:

```
bslots -R "mem>500"
```

SLOTS RUNTIME

7 45 minutes

15 40 minutes

Display the host names with available slots for backfill jobs:

```
bslots -l
```

SLOTS: 15

RUNTIME: 40 minutes

HOSTS: 1*hostB 1*hostE 3*hostC ...

3*hostZ ... ...

SLOTS: 15

RUNTIME: 30 minutes

HOSTS: 2*hostA 1*hostB 3*hostC ...

1*hostX ... ...

Submit backfill jobs according to available slots

1. Use **bslots** to display job slots available for backfill jobs.
2. Submit a job to a backfill queue. Specify a runtime limit and the number of processors required that are within the availability shown by **bslots**.

Submitting a job according to the backfill slot availability shown by **bslots** does not guarantee that the job is backfilled successfully. The slots may not be available by the time job is actually scheduled, or the job cannot be dispatched because other resource requirements are not satisfied.

Parallel fairshare

LSF can consider the number of CPUs when using fairshare scheduling with parallel jobs.

If the job is submitted with **bsub -n**, the following formula is used to calculate dynamic priority:

dynamic priority = *number_shares* / (*cpu_time* * **CPU_TIME_FACTOR** + *run_time* * *number_CPUs* * **RUN_TIME_FACTOR** + (1 + *job_slots*)* **RUN_JOB_FACTOR** + fairshare_adjustment(struc* shareAdjustPair)***FAIRSHARE_ADJUSTMENT_FACTOR**)

where *number_CPUs* is the number of CPUs used by the job.

Configure parallel fairshare

To configure parallel fairshare so that the number of CPUs is considered when calculating dynamic priority for queue-level user-based fairshare:

Note:

LSB_NCPU_ENFORCE does not apply to host-partition user-based fairshare. For host-partition user-based fairshare, the number of CPUs is automatically considered.

1. Configure fairshare at the queue level.
2. Enable parallel fairshare: **LSB_NCPU_ENFORCE=1** in `lsf.conf`.
3. Run the following commands to restart all LSF daemons:

```
# lsadmin reconfig
# lsadmin resrestart all
# badmin hrestart all
# badmin mbdrestart
```

How deadline constraint scheduling works for parallel jobs

Deadline constraint scheduling is enabled by default.

If deadline constraint scheduling is enabled and a parallel job has a CPU limit but no run limit, LSF considers the number of processors when calculating how long the job takes.

LSF assumes that the minimum number of processors are used, and that they are all the same speed as the candidate host. If the job cannot finish under these conditions, LSF does not place the job.

The formula is:

(deadline time - current time) > (CPU limit on candidate host / minimum number of processors)

Optimized preemption of parallel jobs

You can configure preemption for parallel jobs to reduce the number of jobs suspended in order to run a large parallel job.

When a high-priority parallel job preempts multiple low-priority parallel jobs, sometimes LSF preempts more low-priority jobs than are necessary to release sufficient job slots to start the high-priority job.

The PREEMPT_FOR parameter in `lsb.params` with the MINI_JOB keyword enables the optimized preemption of parallel jobs, so LSF preempts fewer of the low-priority parallel jobs.

Enabling the feature only improves the efficiency in cases where both preemptive and preempted jobs are parallel jobs.

How optimized preemption works

When you run many parallel jobs in your cluster, and parallel jobs preempt other parallel jobs, you can enable a feature to optimize the preemption mechanism among parallel jobs.

By default, LSF can over-preempt parallel jobs. When a high-priority parallel job preempts multiple low-priority parallel jobs, sometimes LSF preempts more low-priority jobs than are necessary to release sufficient job slots to start the high-priority job. The optimized preemption mechanism reduces the number of jobs that are preempted.

Enabling the feature only improves the efficiency in cases where both preemptive and preempted jobs are parallel jobs. Enabling or disabling this feature has no effect on the scheduling of jobs that require only a single processor.

Configure optimized preemption

Use the PREEMPT_FOR parameter in `lsb.params` and specify the keyword MINI_JOB to configure optimized preemption at the cluster level.
If the parameter is already set, the MINI_JOB keyword can be used along with other keywords; the other keywords do not enable or disable the optimized preemption mechanism.

Controlling CPU and memory affinity for NUMA hosts

Platform LSF can schedule jobs that are affinity aware. This allows jobs to take advantage of different levels of processing units (NUMA nodes, sockets, cores, and threads). Affinity scheduling is supported only on Linux and Power 7 and Power 8 hosts. Affinity scheduling is supported in Platform LSF Standard Edition and Platform LSF Advanced Edition. Affinity scheduling is not supported on Platform LSF Express Edition.

An *affinity resource requirement* string specifies CPU or memory binding requirements for the tasks of jobs requiring topology-aware scheduling. An `affinity[]` resource requirement section controls CPU and memory resource allocations and specifies the distribution of *processor units* within a host according to the hardware topology information that LSF collects. The syntax supports basic affinity requirements for sequential jobs, as well as very complex task affinity requirements for parallel jobs.

`affinity` sections are accepted by **bsub -R**, and by **bmod -R** for non-running jobs, and can be specified in the **RES_REQ** parameter in `lsb.applications` and `lsb.queues`. Job-level affinity resource requirements take precedence over application-level requirements, which in turn override queue-level requirements.

You can use **bmod** to modify affinity resource requirements. After using **bmod** to modify memory resource usage of a running job with affinity requirements, **bhosts -l -aff** may show some inconsistency between host-level memory and available memory in NUMA nodes. The modified memory resource requirement takes effect in the next scheduling cycle of the job for **bhosts -aff** display, but it takes effect immediately at host level.

Enabling affinity scheduling

Enable CPU and memory affinity scheduling with the `AFFINITY` keyword in `lsb.hosts`.

Make sure that the affinity scheduling plugin **scmod_affinity** is defined in `lsb.modules`.

```
Begin PluginModule
SCH_PLUGIN         RB_PLUGIN      SCH_DISABLE_PHASES
schmod_default       ()             ()
...
schmod_affinity      ()             ()
End PluginModule
```

Limitations and known issues

CPU and memory affinity scheduling has the following limitations.

- Affinity resources cannot be released during preemption, so you should configure `mem` as a preemptable resource in `lsb.params`
- When a job with affinity resources allocated has been stopped with **bstop**, the allocated affinity resources (thread, core, socket, NUMA node, NUMA memory) will not be released.
- Affinity scheduling is disabled for hosts with cpuset scheduling enabled, and on Cray Linux hosts.
- When reservation is enabled, affinity reservation allocations appear as part of the allocated resources in **bhosts -aff**

  Jobs that are submitted with a `membind=localprefer` binding policy may overcommit the memory of the NUMA node they are allocated to .

  bhosts -aff output may occasionally show the total allocated memory on the NUMA nodes of a host as exceeding the maximum memory of the host, this is because the *reservations* that show in **bhosts -aff** overcommit the NUMA node. However, LSF will never allow the allocation of *running* jobs on a host to exceed the maximum memory of a host.
- When reservation is enabled, and an affinity job requests enough resources to consume an entire node in the host topology. (for example, enough cores to

consume an entire socket), LSF will not reserve the socket for the job if there are any jobs running on its cores. In a situation when there are always smaller jobs running consuming cores, then larger jobs that require entire sockets will not be able to reserve resources. The workaround is to require that all jobs have estimated run times, and to use time-based reservation.

Submitting jobs with affinity resource requirements

Submit jobs for CPU and memory affinity scheduling by specifying an `affinity[]` section either in the **bsub -R** option, to a queue defined in `lsb.queues` or to an application profile with a RES_REQ parameter containing and `affinity[]`section.

The `affinity[]` resource requirement string controls job slot and processor unit allocation and distribution within a host.

See "Affinity string" on page 355 for detailed syntax of the `affinity[]` resource requirement string.

If `JOB_INCLUDE_POSTPROC=Y` is set in `lsb.applications` or `lsb.queues`, or the `LSB_JOB_INCLUDE_POSTPROC=Y` is set in the job environment, LSF does not release affinity resources until post-execution processing has finished, since slots are still occupied by the job during post-execution processing.

Examples: processor unit allocation requests

The following examples illustrate affinity jobs that request specific processor unit allocations and task distributions.

The following job asks for 6 slots and runs within single host. Each slot maps to one core. LSF tries to pack 6 cores as close as possible on single NUMA or socket. If the task distribution cannot be satisfied, the job can not be started.

```
bsub -n 6 –R "span[hosts=1] affinity[core(1):distribute=pack]" myjob
```

The following job asks for 6 slots and runs within single host. Each slot maps to one core, but in this case it must be packed into a single socket, otherwise, the job remains pending.

```
bsub -n 6 –R "span[hosts=1] affinity[core(1):distribute=pack(socket=1)]"
myjob
```

The following Job asks for 2 slots on a single host. Each slot maps to 2 cores. 2 cores for a single slot (task) must come from the same socket; however, the other 2 cores for second slot (task) must be on different socket.

```
bsub -n 2 –R "span[hosts=1] affinity[core(2, same=socket,
exclusive=(socket, injob))]" myjob
```

The following job specifies that each task in the job requires 2 cores from the same socket. The allocated socket will be marked exclusive for all other jobs. The task will be CPU bound to socket level. LSF attempts to distribute the tasks of the job so that they are balanced across all cores.

```
bsub -n 4 -R "affinity[core(2, same=socket, exclusive=(socket, alljobs)):
cpubind=socket:distribute=balance]" myjob
```

Examples: CPU and memory binding requests

You can submit affinity jobs with CPU various binding and memory binding options. The following examples illustrate this.

In the following job, both tasks require 5 cores in the same NUMA node and binds the tasks on the NUMA node with memory mandatory binding.

```
bsub -n 2 -R "affinity[core(5,same=numa):cpubind=numa:membind=localonly]"
myjob
```

The following job binds a multithread job on a single NUMA node:

```
bsub -n 2 -R "affinity[core(3,same=numa):cpubind=numa:membind=localprefer]"
myjob
```

The following job distributes tasks across sockets:

```
bsub -n 2 -R
"affinity[core(2,same=socket,exclusive=(socket,injob|alljobs)):
cpubind=socket]" myjob
```

Each task needs 2 cores from the same socket and binds each task at the socket level. The allocated socket is exclusive, so no other tasks can use it.

The following job packs job tasks in one NUMA node:

```
bsub -n 2 -R
"affinity[core(1,exclusive=(socket,injob)):distribute=pack(numa= 1)]" myjob
```

Each task needs 1 core and no other tasks from the same job will allocate CPUs from the same socket. LSF attempts to pack all tasks in the same job to one NUMA node.

Job execution environment for affinity jobs:
LSF sets several environment variables in the execution environment of each job and task. These are designed to integrate and work with IBM Parallel Environment, and IBM Platform MPI. However, these environment variables are available to all affinity jobs and could potentially be used by other applications. Because LSF provides the variables expected by both IBM Parallel Environment and Platform MPI, there is some redundancy: environment variables prefixed by `RM_` are implemented for compatibility with IBM Parallel Environment, although Platform MPI uses them as well, while those prefixed with `LSB_` are only used by Platform MPI. The two types of variable provide similar information, but in different formats.

The following variables are set in the job execution environment:

- LSB_BIND_CPU_LIST
- LSB_BIND_MEM_LIST
- LSB_BIND_MEM_POLICY
- RM_CPUTASK*n*
- RM_MEM_AFFINITY
- OMP_NUM_THREADS

See the environment variable reference in the *Platform LSF Configuration Reference* for detailed information about these variables.

Application integration

For *Single-host applications* the application itself does not need to do anything, and only the OMP_NUM_THREADS variable is relevant.

For the first execution host of a *multi-host parallel application* Platform MPI running under LSF will select CPU resources for each task, start up the Platform MPI agent (**mpid**) to bind **mpid** to all allocated CPUs and memory policies. Corresponding environment variables are set including RM_CPUTASK*n*. Platform MPI reads RM_CPUTASK*n* on each host, and does the task-level binding. Platform MPI follows the RM_CPUTASK*n* setting and binds each task to the selected CPU list per task. This is the default behaviour when Platform MPI runs under LSF.

To support *IBM Parallel Operating Environment* jobs, LSF starts the PMD program, binds the PMD process to the allocated CPUs and memory nodes on the host, and sets RM_CPUTASK*n*, RM_MEM_AFFINITY, and OMP_NUM_THREADS. The IBM Parallel Operating Environment will then do the binding for individual tasks.

OpenMPI provides a rank file as the interface for users to define CPU binding information per task. The rank file includes MPI rank, host, and CPU binding allocations per rank. LSF provides a simple script to generate an OpenMPI rank file based on LSB_AFFINITY_HOSTFILE . The following is an example of an OpenMPI rankfile corresponding to the affinity hostfile in the description of LSB_AFFINITY_HOSTFILE:

```
Rank 0=Host1 slot=0,1,2,3
Rank 1=Host1 slot=4,5,6,7
Rank 2=Host2 slot=0,1,2,3
Rank 3=Host2 slot=4,5,6,7
Rank 4=Host3 slot=0,1,2,3
Rank 5=Host4 slot=0,1,2,3
```

The script (`openmpi_rankfile.sh`) is located in `$LSF_BINDIR`. Use the **DJOB_ENV_SCRIPT** parameter in an application profile in `lsb.applications` to configure the path to the script.

For *distributed applications* that use **blaunch** directly to launch tasks or agent per slot (not per host) by default, LSF binds the task to all allocated CPUs and memory nodes on the host. That is, the CPU and memory node lists are generated at the host level. Certain distributed application may need to generate the binding lists on a task-by-task basis. This behaviour is configurable in either job submission environment or an application profile as an environment variable named `LSB_DJOB_TASK_BIND=Y | N`. N is the default. When this environment variable is set, the binding list will be generated on a task per task basis.

Examples

The following examples assume that the cluster comprises only hosts with the following topology:

```
Host[64.0G] HostN
    NUMA[0: 0M / 32.0G]          NUMA[1: 0M / 32.0G]
        Socket0                      Socket0
            core0(0 22)                  core0(1 23)
            core1(2 20)                  core1(3 21)
            core2(4 18)                  core2(5 19)
```

```
        core3(6 16)                 core3(7 17)
        core4(8 14)                 core4(9 15)
        core5(10 12)                core5(11 13)
    Socket1                     Socket1
        core0(24 46)                core0(25 47)
        core1(26 44)                core1(27 45)
        core2(28 42)                core2(29 43)
        core3(30 40)                core3(31 41)
        core4(32 38)                core4(33 39)
        core5(34 36)                core5(35 37)
```

Each host has 64 GB of memory split over two NUMA nodes, each node containing two processor sockets with 6 cores each, and each core having 2 threads. Each of the following examples consists of the following:

- A **bsub** command line with an affinity requirement
- An allocation for the resulting job displayed as in **bjobs**
- The same allocation displayed as in **bhosts**
- The values of the job environment variables above once the job is dispatched

The examples cover some of the more common examples: serial and parallel jobs with simple CPU and memory requirements, as well as the effect of the exclusive clause of the affinity resource requirement string.

1. `bsub -R "affinity[core(1)]"` is a serial job asking for a single core.

   The allocation shown in **bjobs**:

   ```
   ...
                        CPU BINDING                          MEMORY BINDING
                        -----------------------              --------------------
    HOST                TYPE   LEVEL  EXCL   IDS            POL   NUMA SIZE
    Host1               core   -      -      /0/0/0         -     -    -
   ...
   ```

   In **bhosts** (assuming no other jobs are on the host):

   ```
   ...
   Host[64.0G] Host1
       NUMA[0: 0M / 32.0G]          NUMA[1: 0M / 32.0G]
           Socket0                      Socket0
               core0(*0 *22)                core0(1 23)
               core1(2 20)                  core1(3 21)
               core2(4 18)                  core2(5 19)
               core3(6 16)                  core3(7 17)
               core4(8 14)                  core4(9 15)
               core5(10 12)                 core5(11 13)
           Socket1                      Socket1
               core0(24 46)                 core0(25 47)
               core1(26 44)                 core1(27 45)
               core2(28 42)                 core2(29 43)
               core3(30 40)                 core3(31 41)
               core4(32 38)                 core4(33 39)
               core5(34 36)                 core5(35 37)
   ...
   ```

   Contents of affinity host file:

   ```
   Host1 0,22
   ```

   Job environment variables:

   ```
   LSB_BIND_CPU_LIST=0,22
   RM_CPUTASK1=0,22
   ```

2. `bsub -R "affinity[socket(1)]"` is a serial job asking for an entire socket.

   The allocation shown in **bjobs**:

```
...
                    CPU BINDING                          MEMORY BINDING
                    -----------------------              --------------------
 HOST               TYPE   LEVEL  EXCL   IDS            POL   NUMA SIZE
 Host1              socket -      -      /0/0           -     -    -
...
```

In **bhosts** (assuming no other jobs are on the host):

```
...
Host[64.0G] Host1
    NUMA[0: 0M / 32.0G]          NUMA[1: 0M / 32.0G]
        Socket0                      Socket0
            core0(*0 *22)                core0(1 23)
            core1(*2 *20)                core1(3 21)
            core2(*4 *18)                core2(5 19)
            core3(*6 *16)                core3(7 17)
            core4(*8 *14)                core4(9 15)
            core5(*10 *12)               core5(11 13)
        Socket1                      Socket1
            core0(24 46)                 core0(25 47)
            core1(26 44)                 core1(27 45)
            core2(28 42)                 core2(29 43)
            core3(30 40)                 core3(31 41)
            core4(32 38)                 core4(33 39)
            core5(34 36)                 core5(35 37)
...
```

Contents of affinity host file:

```
Host1 0,2,4,6,8,10,12,14,16,18,20,22
```

Job environment variables:

```
LSB_BIND_CPU_LIST=0,2,4,6,8,10,12,14,16,18,20,22
RM_CPUTASK1=0,2,4,6,8,10,12,14,16,18,20,22
```

3. `bsub -R "affinity[core(4):membind=localonly] rusage[mem=2048]"` is a multi-threaded single-task job requiring 4 cores and 2 GB of memory.

   The allocation shown in **bjobs**:

```
...
                    CPU BINDING                          MEMORY BINDING
                    -----------------------              --------------------
HOST                TYPE   LEVEL  EXCL   IDS            POL   NUMA SIZE
Host1               core   -      -      /0/0/0         local 0    2.0GB
                                         /0/0/1
                                         /0/0/2
                                         /0/0/3
...
```

   In **bhosts** (assuming no other jobs are on the host):

```
...
Host[64.0G] Host1
    NUMA[0: 2.0G / 32.0G]        NUMA[1: 0M / 32.0G]
        Socket0                      Socket0
            core0(*0 *22)                core0(1 23)
            core1(*2 *20)                core1(3 21)
            core2(*4 *18)                core2(5 19)
            core3(*6 *16)                core3(7 17)
            core4(8 14)                  core4(9 15)
            core5(10 12)                 core5(11 13)
        Socket1                      Socket1
            core0(24 46)                 core0(25 47)
            core1(26 44)                 core1(27 45)
            core2(28 42)                 core2(29 43)
            core3(30 40)                 core3(31 41)
            core4(32 38)                 core4(33 39)
            core5(34 36)                 core5(35 37)
...
```

Contents of affinity host file:

```
Host1 0,2,4,6,16,18,20,22 0 1
```

Job environment variables:

```
LSB_BIND_CPU_LIST=0,2,4,6,16,18,20,22
LSB_BIND_MEM_LIST=0
LSB_BIND_MEM_POLICY=localonly
RM_MEM_AFFINITY=yes
RM_CPUTASK1=0,2,4,6,16,18,20,22
OMP_NUM_THREADS=4
```

Note: OMP_NUM_THREADS is now present because the only task in the job asked for 4 cores.

4. `bsub -n 2 -R "affinity[core(2)] span[hosts=1]"` is a multi-threaded parallel job asking for 2 tasks with 2 cores each running on the same host.

   The allocation shown in **bjobs**:

```
...
                    CPU BINDING                          MEMORY BINDING
                    -----------------------              -------------------
HOST                TYPE   LEVEL  EXCL   IDS            POL   NUMA SIZE
Host1               core   -      -      /0/0/0         -     -    -
                                         /0/0/1
Host1               core   -      -      /0/0/2         -     -    -
                                         /0/0/3
...
```

   In **bhosts** (assuming no other jobs are on the host):

```
...
Host[64.0G] Host1
    NUMA[0: 0M / 32.0G]          NUMA[1: 0M / 32.0G]
        Socket0                      Socket0
            core0(*0 *22)                core0(1 23)
            core1(*2 *20)                core1(3 21)
            core2(*4 *18)                core2(5 19)
            core3(*6 *16)                core3(7 17)
            core4(8 14)                  core4(9 15)
            core5(10 12)                 core5(11 13)
        Socket1                      Socket1
            core0(24 46)                 core0(25 47)
            core1(26 44)                 core1(27 45)
            core2(28 42)                 core2(29 43)
            core3(30 40)                 core3(31 41)
            core4(32 38)                 core4(33 39)
            core5(34 36)                 core5(35 37)
...
```

   Contents of affinity host file:

```
Host1 0,2,4,6
Host1 16,18,20,22
```

   Job environment variables set for *each of the two tasks*:

```
LSB_BIND_CPU_LIST=0,2,4,6,16,18,20,22
RM_CPUTASK1=0,2,4,6
RM_CPUTASK2=16,18,20,22
OMP_NUM_THREADS=2
```

   Note: Each task sees RM_CPU_TASK1 and RM_CPU_TASK2 and that LSB_BIND_CPU_LIST is the combined list of all the CPUs allocated to the job on this host.

   If you run the job through **blaunch** and set the LSB_DJOB_TASK_BIND parameter, then everything would be the same except that the job environment variables of the two tasks would be different for each task:

   - Task 1:

```
LSB_BIND_CPU_LIST=0,2,4,6
RM_CPUTASK1=0,2,4,6
OMP_NUM_THREADS=2
```

- Task 2:

```
LSB_BIND_CPU_LIST=16,18,20,22
RM_CPUTASK1=16,18,20,22
OMP_NUM_THREADS=2
```

5. `bsub -n 2 -R "affinity[core(2)] span[ptile=1]"` is a multi-threaded parallel job asking for a 2 tasks with 2 cores each running on a different host. This is almost identical to the previous example except that the allocation is across two hosts.

   The allocation shown in **bjobs**:

```
...
                    CPU BINDING                          MEMORY BINDING
                    -----------------------              --------------------
HOST                TYPE   LEVEL  EXCL   IDS            POL   NUMA SIZE
Host1               core   -      -      /0/0/0         -     -    -
                                         /0/0/1
Host2               core   -      -      /0/0/0         -     -    -
                                         /0/0/1
...
```

   In **bhosts** (assuming no other jobs are on the host), each of Host1 and Host2 would be allocated as:

```
...
Host[64.0G] Host{1,2}
    NUMA[0: 0M / 32.0G]          NUMA[1: 0M / 32.0G]
        Socket0                      Socket0
            core0(*0 *22)                core0(1 23)
            core1(*2 *20)                core1(3 21)
            core2(4 18)                  core2(5 19)
            core3(6 16)                  core3(7 17)
            core4(8 14)                  core4(9 15)
            core5(10 12)                 core5(11 13)
        Socket1                      Socket1
            core0(24 46)                 core0(25 47)
            core1(26 44)                 core1(27 45)
            core2(28 42)                 core2(29 43)
            core3(30 40)                 core3(31 41)
            core4(32 38)                 core4(33 39)
            core5(34 36)                 core5(35 37)
...
```

   Contents of affinity host file:

```
Host1 0,2,20,22
Host2 0,2,20,22
```

   Job environment variables set for each of the two tasks:

```
LSB_BIND_CPU_LIST=0,2,20,22
RM_CPUTASK1=0,2,20,22
OMP_NUM_THREADS=2
```

   Note: Each task only sees RM_CPU_TASK1. This is the same as LSB_BIND_CPU_LIST because only one task is running on each host. Setting DJOB_TASK_BIND=Y would have no effect in this case.

6. `bsub -R "affinity[core(1,exclusive=(socket,alljobs))]"` is an example of a single threaded serial job asking for a core that it would like to have exclusive use of a socket across all jobs. Compare this with examples (1) and (2) above of a jobs simply asking for a core or socket.

   The allocation shown in **bjobs** is the same as the job asking for a core except for the EXCL column:

```
...
                    CPU BINDING                          MEMORY BINDING
                    -----------------------              -------------------
 HOST               TYPE   LEVEL  EXCL   IDS            POL   NUMA SIZE
 Host1              core   -      socket /0/0/0         -     -    -
...
```

In **bhosts**, however, the allocation is the same as the job asking for a socket because it needs to reserve it all:

```
...
Host[64.0G] Host1
    NUMA[0: 0M / 32.0G]          NUMA[1: 0M / 32.0G]
        Socket0                      Socket0
            core0(*0 *22)                core0(1 23)
            core1(*2 *20)                core1(3 21)
            core2(*4 *18)                core2(5 19)
            core3(*6 *16)                core3(7 17)
            core4(*8 *14)                core4(9 15)
            core5(*10 *12)               core5(11 13)
        Socket1                      Socket1
            core0(24 46)                 core0(25 47)
            core1(26 44)                 core1(27 45)
            core2(28 42)                 core2(29 43)
            core3(30 40)                 core3(31 41)
            core4(32 38)                 core4(33 39)
            core5(34 36)                 core5(35 37)
...
```

The affinity hosts file, however, shows that the job is only bound to the allocated core when it runs

```
Host1 0,22
```

This is also reflected in the job environment:

```
LSB_BIND_CPU_LIST=0,22
RM_CPUTASK1=0,22
```

From the point of view of what is available to other jobs (that is, the allocation counted against the host), the job has used an entire socket. However in all other aspects the job is only binding to a single core.

7. `bsub -R "affinity[core(1):cpubind=socket]"` asks for a core but asks for the binding to be done at the socket level. Contrast this with the previous case where the core wanted exclusive use of the socket.

   Again, the **bjobs** allocation is the same as example (1), but this time the LEVEL column is different:

```
...
                    CPU BINDING                          MEMORY BINDING
                    -----------------------              -------------------
 HOST               TYPE   LEVEL  EXCL   IDS            POL   NUMA SIZE
 Host1              core   socket -      /0/0/0         -     -    -
...
```

   In **bhosts**, the job just takes up a single core, rather than the whole socket like the exclusive job:

```
...
Host[64.0G] Host1
    NUMA[0: 0M / 32.0G]          NUMA[1: 0M / 32.0G]
        Socket0                      Socket0
            core0(*0 *22)                core0(1 23)
            core1(2 20)                  core1(3 21)
            core2(4 18)                  core2(5 19)
            core3(6 16)                  core3(7 17)
            core4(8 14)                  core4(9 15)
            core5(10 12)                 core5(11 13)
        Socket1                      Socket1
            core0(24 46)                 core0(25 47)
```

```
                core1(26 44)                core1(27 45)
                core2(28 42)                core2(29 43)
                core3(30 40)                core3(31 41)
                core4(32 38)                core4(33 39)
                core5(34 36)                core5(35 37)
...
```

The view from the execution side though is quite different: from here the list of CPUs that populate the job's binding list on the host is the entire socket.

Here is the affinity host file

```
Host1 0,2,4,6,8,10,12,14,16,18,20,22
```

And the job environment:

```
LSB_BIND_CPU_LIST=0,2,4,6,8,10,12,14,16,18,20,22
RM_CPUTASK1=0,2,4,6,8,10,12,14,16,18,20,22
```

Compared to the previous example, from the point of view of what is available to other jobs (that is, the allocation counted against the host), the job has used a single core. However in terms of the binding list, the job process will be free to use any CPU in the socket while it is running.

Managing jobs with affinity resource requirements

You can view resources allocated for jobs and tasks with CPU and memory affinity resource requirements with the `-l -aff` option of **bjobs**, **bhist**, and **bacct**. Use **bhosts -aff** to view host resources allocated for affinity jobs.

Viewing job resources for affinity jobs (-aff)

The `-aff` option displays information about jobs with CPU and memory affinity resource requirement for each task in the job. A table headed `AFFINITY` shows detailed memory and CPU binding information for each task in the job, one line for each allocated processor unit.

Use only with the `-l` option of **bjobs**, **bhist**, and **bacct**.

Use `bjobs -l -aff` to display information about CPU and memory affinity resource requirements for job tasks. A table with the heading `AFFINITY` is displayed containing the detailed affinity information for each task, one line for each allocated processor unit. CPU binding and memory binding information are shown in separate columns in the display.

For example the following job starts 6 tasks with the following affinity resource requirements:

```
bsub -n 6 -R"span[hosts=1] rusage[mem=100]affinity[core(1,same=socket,exclusive=(socket,injob))
:cpubind=socket:membind=localonly:distribute=pack]" myjob
Job <6> is submitted to default queue <normal>.
bjobs -l -aff 61

Job <61>, User <user1>, Project <default>, Status <RUN>, Queue <normal>, Comman
                     d <myjob1>
Thu Feb 14 14:13:46: Submitted from host <hostA>, CWD <$HOME>, 6 Processors R
                     equested, Requested Resources <span[hosts=1] rusage[mem=10
                     0]affinity[core(1,same=socket,exclusive=(socket,injob)):cp
                     ubind=socket:membind=localonly:distribute=pack]>;
Thu Feb 14 14:15:07: Started on 6 Hosts/Processors <hostA> <hostA> <hostA
                     > <hostA> <hostA> <hostA>, Execution Home </home/user1
                     >, Execution CWD </home/user1>;

 SCHEDULING PARAMETERS:
           r15s   r1m  r15m   ut      pg    io   ls    it    tmp    swp    mem
 loadSched   -     -     -     -       -     -    -     -     -      -      -
```

```
 loadStop    -     -     -     -       -     -    -     -     -      -      -

 RESOURCE REQUIREMENT DETAILS:
 Combined: select[type == local] order[r15s:pg] rusage[mem=100.00] span[hosts=1
                    ] affinity[core(1,same=socket,exclusive=(socket,injob))*1:
                    cpubind=socket:membind=localonly:distribute=pack]
 Effective: select[type == local] order[r15s:pg] rusage[mem=100.00] span[hosts=
                    1] affinity[core(1,same=socket,exclusive=(socket,injob))*1
                    :cpubind=socket:membind=localonly:distribute=pack]

 AFFINITY:
                    CPU BINDING                          MEMORY BINDING
                    -----------------------              -------------------
 HOST               TYPE   LEVEL  EXCL   IDS            POL   NUMA SIZE
 hostA              core   socket socket /0/0/0         local 0    16.7MB
 hostA              core   socket socket /0/1/0         local 0    16.7MB
 hostA              core   socket socket /0/2/0         local 0    16.7MB
 hostA              core   socket socket /0/3/0         local 0    16.7MB
 hostA              core   socket socket /0/4/0         local 0    16.7MB
 hostA              core   socket socket /0/5/0         local 0    16.7MB
 ...
```

Use `bhist -l -aff` to display historical job information about CPU and memory affinity resource requirements for job tasks.

If the job is pending, the requested affinity resources are displayed. For running jobs, the effective and combined affinity resource allocation decision made by LSF is also displayed, along with a table headed `AFFINITY` that shows detailed memory and CPU binding information for each task, one line for each allocated processor unit. For finished jobs (EXIT or DONE state), the affinity requirements for the job, and the effective and combined affinity resource requirement details are displayed.

The following example shows **bhist** output for job 61, submitted above.

```
bhist -l -aff 61

Job <61>, User <user1>, Project <default>, Command <myjob>
Thu Feb 14 14:13:46: Submitted from host <hostA>, to Queue <normal>, CWD <$HO
                     ME>, 6 Processors Requested, Requested Resources <span[hos
                     ts=1] rusage[mem=100]affinity[core(1,same=socket,exclusive
                     =(socket,injob)):cpubind=socket:membind=localonly:distribu
                     te=pack]>;
Thu Feb 14 14:15:07: Dispatched to 6 Hosts/Processors <hostA> <hostA> <hostA>
                     <hostA> <hostA> <hostA>, Effective RES_REQ <sel
                     ect[type == local] order[r15s:pg] rusage[mem=100.00] span[
                     hosts=1] affinity[core(1,same=socket,exclusive=(socket,inj
                     ob))*1:cpubind=socket:membind=localonly:distribute=pack] >
                     ;

AFFINITY:
                    CPU BINDING                          MEMORY BINDING
                    -----------------------              -------------------
HOST                TYPE   LEVEL  EXCL   IDS            POL   NUMA SIZE
hostA               core   socket socket /0/0/0         local 0    16.7MB
hostA               core   socket socket /0/1/0         local 0    16.7MB
hostA               core   socket socket /0/2/0         local 0    16.7MB
hostA               core   socket socket /0/3/0         local 0    16.7MB
hostA               core   socket socket /0/4/0         local 0    16.7MB
hostA               core   socket socket /0/5/0         local 0    16.7MB

Thu Feb 14 14:15:07: Starting (Pid 3630709);
Thu Feb 14 14:15:07: Running with execution home </home/jsmith>, Execution CWD
                     </home/jsmith>, Execution Pid <3630709>;
Thu Feb 14 14:16:47: Done successfully. The CPU time used is 0.0 seconds;
Thu Feb 14 14:16:47: Post job process done successfully;
```

```
MEMORY USAGE:
MAX MEM: 2 Mbytes;  AVG MEM: 2 Mbytes

Summary of time in seconds spent in various states by  Thu Feb 14 14:16:47
  PEND     PSUSP    RUN      USUSP    SSUSP    UNKWN    TOTAL
  81       0        100      0        0        0        181
```

Use `bacct -l -aff` to display accounting job information about CPU and memory affinity resource allocations for job tasks. A table with the heading `AFFINITY` is displayed containing the detailed affinity information for each task, one line for each allocated processor unit. CPU binding and memory binding information are shown in separate columns in the display. The following example shows **bhist** output for job 61, submitted above.

```
bacct -l -aff 61

Accounting information about jobs that are:
  - submitted by all users.
  - accounted on all projects.
  - completed normally or exited
  - executed on all hosts.
  - submitted to all queues.
  - accounted on all service classes.
------------------------------------------------------------------------------

Job <61>, User <user1>, Project <default>, Status <DONE>, Queue <normal>, Comma
                     nd <myjob>
Thu Feb 14 14:13:46: Submitted from host <hostA>, CWD <$HOME>;
Thu Feb 14 14:15:07: Dispatched to 6 Hosts/Processors <hostA> <hostA> <hostA>
                     <hostA> <hostA> <hostA>, Effective RES_REQ <sel
                     ect[type == local] order[r15s:pg] rusage[mem=100.00] span[
                     hosts=1] affinity[core(1,same=socket,exclusive=(socket,inj
                     ob))*1:cpubind=socket:membind=localonly:distribute=pack] >
                     ;
Thu Feb 14 14:16:47: Completed <done>.

AFFINITY:
                     CPU BINDING                          MEMORY BINDING
                     -----------------------              --------------------
HOST                 TYPE   LEVEL  EXCL   IDS            POL   NUMA SIZE
hostA                core   socket socket /0/0/0         local 0    16.7MB
hostA                core   socket socket /0/1/0         local 0    16.7MB
hostA                core   socket socket /0/2/0         local 0    16.7MB
hostA                core   socket socket /0/3/0         local 0    16.7MB
hostA                core   socket socket /0/4/0         local 0    16.7MB
hostA                core   socket socket /0/5/0         local 0    16.7MB

Accounting information about this job:
     CPU_T     WAIT     TURNAROUND   STATUS     HOG_FACTOR    MEM    SWAP
      0.01       81            181     done         0.0001     2M    137M
------------------------------------------------------------------------------

SUMMARY:      ( time unit: second )
 Total number of done jobs:       1      Total number of exited jobs:     0
 Total CPU time consumed:       0.0      Average CPU time consumed:     0.0
 Maximum CPU time of a job:     0.0      Minimum CPU time of a job:     0.0
 Total wait time in queues:    81.0
 Average wait time in queue:   81.0
 Maximum wait time in queue:   81.0      Minimum wait time in queue:   81.0
 Average turnaround time:       181 (seconds/job)
 Maximum turnaround time:       181      Minimum turnaround time:       181
 Average hog factor of a job:  0.00 ( cpu time / turnaround time )
 Maximum hog factor of a job:  0.00      Minimum hog factor of a job:  0.00
```

Viewing host resources for affinity jobs (-aff)

Use `bhosts -aff` or `bhosts -l -aff` to display host topology information for CPU and memory affinity scheduling. `bhosts -l -aff` cannot show remote host topology information in clusters configured with the LSF XL feature of LSF Advanced Edition.

The following fields are displayed:

Host[*memory***]** *host_name*

Available memory on the host. If memory availability cannot be determined, a dash (-) is displayed for the host. If the `-l` option is specified with the `-aff` option, the host name is not displayed.

For hosts that do not support affinity scheduling, a dash (-) is displayed for host memory and no host topology is displayed.

NUMA[*numa_node***:** *requested_mem* **/** *max_mem***]**

Requested and available NUMA node memory. It is possible for requested memory for the NUMA node to be greater than the maximum available memory displayed.

Socket, core, and thread IDs are displayed for each NUMA node.

A *socket* is a collection of cores with a direct pipe to memory. Each socket contains 1 or more cores. This does not necessarily refer to a physical socket, but rather to the memory architecture of the machine.

A *core* is a single entity capable of performing computations. On hosts with hyperthreading enabled, a core can contain one or more threads.

For example:

```
bhosts -l -aff hostA
HOST  hostA
STATUS           CPUF  JL/U    MAX  NJOBS    RUN  SSUSP  USUSP    RSV DISPATCH_WINDOW
ok              60.00     -      8      0      0      0      0      0      -

 CURRENT LOAD USED FOR SCHEDULING:
                r15s   r1m  r15m    ut    pg    io   ls    it   tmp   swp   mem  slots
 Total           0.0   0.0   0.0   30%   0.0   193   25     0 8605M  5.8G 13.2G      8
 Reserved        0.0   0.0   0.0    0%   0.0     0    0     0    0M    0M    0M      -


 LOAD THRESHOLD USED FOR SCHEDULING:
           r15s   r1m  r15m   ut      pg    io   ls    it    tmp    swp    mem
 loadSched   -     -     -     -       -     -    -     -     -      -      -
 loadStop    -     -     -     -       -     -    -     -     -      -      -


 CONFIGURED AFFINITY CPU LIST: all

 AFFINITY: Enabled
 Host[15.7G]
     NUMA[0: 0M / 15.7G]
         Socket0
             core0(0)
         Socket1
             core0(1)
         Socket2
             core0(2)
         Socket3
             core0(3)
         Socket4
```

```
    core0(4)
Socket5
    core0(5)
Socket6
    core0(6)
Socket7
    core0(7)
```

When LSF detects missing elements in the topology, it attempts to correct the problem by adding the missing levels into the topology. For example, sockets and cores are missing on `hostB` below:

```
...
Host[1.4G] hostB
    NUMA[0: 1.4G / 1.4G] (*0 *1)
...
```

A job requesting 2 cores, or 2 sockets, or 2 CPUs will run. Requesting 2 cores from the same NUMA node will also run. However, a job requesting 2 cores from the same socket will remain pending.

Use `lshosts -T` to display host topology information for each host.

Displays host topology information for each host or cluster:

The following fields are displayed:

Host[*memory***]** *host_name*

Maximum memory available on the host followed by the host name. If memory availability cannot be determined, a dash (-) is displayed for the host.

For hosts that do not support affinity scheduling, a dash (-) is displayed for host memory and no host topology is displayed.

NUMA[*numa_node***:** *max_mem***]**

Maximum NUMA node memory. It is possible for requested memory for the NUMA node to be greater than the maximum available memory displayed.

If no NUMA nodes are present, then the NUMA layer in the output is not shown. Other relevant items such as host, socket, core and thread are still shown.

If the host is not available, only the host name is displayed. A dash (-) is shown where available host memory would normally be displayed.

A *socket* is a collection of cores with a direct pipe to memory. Each socket contains 1 or more cores. This does not necessarily refer to a physical socket, but rather to the memory architecture of the machine.

A *core* is a single entity capable of performing computations. On hosts with hyperthreading enabled, a core can contain one or more threads.

lshosts -T differs from the **bhosts -aff** output:

- Socket and core IDs are not displayed for each NUMA node.
- The requested memory of a NUMA node is not displayed
- **lshosts -T** displays all enabled CPUs on a host, not just those defined in the CPU list in `lsb.hosts`

A node contains sockets, a socket contains cores, and a core can contain threads if the core is enabled for multithreading.

In the following example, full topology (NUMA, socket, and core) information is shown for `hostA`. Hosts `hostB` and `hostC` are either not NUMA hosts or they are not available:

```
lshosts -T
Host[15.7G] hostA
    NUMA[0: 15.7G]
        Socket
            core(0)
        Socket
            core(1)
        Socket
            core(2)
        Socket
            core(3)
        Socket
            core(4)
        Socket
            core(5)
        Socket
            core(6)
        Socket
            core(7)

Host[-] hostB

Host[-] hostC
```

When LSF cannot detect processor unit topology, **`lshosts -T`** displays processor units to the closest level. For example:

```
lshosts -T
     Host[1009M] hostA
            Socket (0 1)
```

On `hostA` there are two processor units: 0 and 1. LSF cannot detect core information, so the processor unit is attached to the socket level.

Hardware topology information is not shown for client hosts and hosts in a mixed cluster or MultiCluster environment running a version of LSF that is older than 9.1.3.

Affinity preemption

To enable affinity preemption, set **`PREEMPT_JOBTYPE = AFFINITY`** in the Parameters section of `lsb.params`. By default, affinity resources are not preemptable.

Affinity preemption supports the following:

- Preemption of affinity resources (cores, threads, sockets, NUMA nodes, and NUMA memory)
- Backfill of reserved affinity resources
- Pending License Scheduler jobs can use the affinity resources of a suspended License Scheduler job, as long as both jobs request at least one license in common

Affinity preemption interacts with the following LSF features:

Queue-based affinity resource preemption

A running job with affinity requirements may occupy cores in a low priority queue. When affinity preemption is enabled, a pending job in a high priority queue that also has an affinity requirement is potentially able to preempt the running job in the low priority queue to get its affinity

resources (threads, cores, sockets, NUMA nodes). When **PREEMPTABLE_RESOURCES = mem** is enabled in `lsb.params` a higher priority affinity job can preempt a running low priority job for host memory, NUMA memory as well as slots.

Affinity resources are treated similar to slots and memory: when a job is suspended, the job continues to occupy its slots and its affinity resources, preventing another job from using these resources, unless that other job is in a queue that has a preemption relationship with the suspended job.

Affinity resource backfill

A job in a reservation queue may reserve slots, memory and affinity resources (and potentially other reservable resources). If the reserving job has an affinity requirement, LSF can reserve affinity resources for the job. A job in a backfill queue that has an affinity requirement can use the reserved affinity resources of a pending job if the backfill job is expected to finish before the earliest expected start time of the reserving job. The rule of thumb is that if a job in a backfill queue is able to use the slots reserved by another job during backfill scheduling, then it should be also able to use the reserved affinity resources. Affinity backfill is enabled by default, and cannot be disabled.

License Scheduler affinity resource preemption

In LSF 9.1.1 and License Scheduler 9.1, slots, and optionally, memory are released by a suspended License Scheduler job only to other License Scheduler jobs that request at least one license in common with the suspended job.

This feature also applies to affinity resources. Once a License Scheduler job is suspended, the affinity resources occupied by the job are available to other License Scheduler jobs that request at least one license in common with the suspended job, in its rusage. When **LSF_LIC_SCHED_PREEMPT_SLOT_RELEASE=N** in `lsf.conf`, affinity resources along with slots and memory are not released to pending License Scheduler jobs. **LSF_LIC_SCHED_PREEMPT_SLOT_RELEASE** is enabled by default.

Preemption queue preference

You can configure which queues should have preference to preempt from. Preemption queue preference is enabled by **USE_SUSP_SLOTS=Y** in `lsb.params`. **USE_SUSP_SLOTS=Y** supports affinity preemption. With this parameter enabled, pending jobs in preemptable queues are allowed to use the slots of suspended jobs in higher priority preemptive queues. The queues must have a preemption releationship with each other. When **USE_SUSP_SLOTS=N**, pending jobs in a low priority preemptable queue cannot use the slots of a suspended job in a high priority preemptive queue.

When **USE_SUSP_SLOTS=Y**, then pending jobs in preemptable queues are allowed to use the affinity resources occupied by suspended jobs in higher priority preemptive queues, if the queues have a preemption relationship. Note that SSUSP jobs on a host are always allowed to try to resume and use the non-releasable resources, including slots, memory, and affinity resources, occupied by other suspended jobs on the same host.

Memory preemption

By default, LSF considers memory to be a non-releasable resource. When a running job is suspended, LSF continues to reserve memory for the

suspended job. When memory preemption is enabled by setting **PREEMPTABLE_RESOURCES = mem** in `lsb.params`, jobs with memory requirements submitted to high priority preemptive queues can preempt jobs in low priority queues for memory. When LSF allows jobs in preemptive queues to use memory reserved for suspended jobs, LSF essentially allows host memory to be overcommitted. Host-based memory is a separate resource from the memory reservations made on the NUMA nodes. However, preemption can be triggered for NUMA-level memory as well when memory is configured as a preemptable resource.

Affinity binding based on Linux cgroup cpuset subsystem

LSF can enforce CPU binding on systems that support the Linux cgroup cpuset subsystem. When CPU affinity binding through Linux cgroups is enabled, LSF will create a cpuset to contain job processes if the job has affinity resource requirements, so that the job processes cannot escape from the allocated CPUs. Each affinity job cpuset includes only the CPU and memory nodes that LSF distributes. Linux cgroup cpusets are only created for affinity jobs.

LSF 9.1.1 introduced support for processor affinity scheduling. CPU enforcement for Linux cgroup cpuset subsystem is supported on Red Hat Enterprise Linux 6.2 or above, SuSe Linux Enterprise Linux 11 SP2 or above.

With this feature, LSF collects processor topology from hosts, including NUMA nodes, sockets, cores, and hyperthreads. Users can submit jobs specifying how processes of a job should be bound to these computing elements. LSF uses the system call sched_setaffinity() to bind CPUs. It is possible for user applications to escape from the bound CPUs by calling sched_setaffinity() directly to bind to other CPUs.

For example, submit a job with core affinity requirement and `localprefer` memory binding:

```
bsub -R "affinity[core:membind=localprefer]"./myapp
```

LSF will create a cpuset which contains one core and attach the process ID of the application `./myapp` to this cpuset. The cpuset serves as a strict container for job processes, so that the application `./myapp` cannot bind to other CPUs.

In this example, the memory binding policy is `localprefer`. When `membind=localprefer`, or it is not specified, LSF adds all memory nodes to the cpuset to make sure the job can access all memory nodes on the host, and will make sure job processes will access preferred memory nodes first. If the memory binding policy is `localonly`, LSF only adds the memory nodes that the LSF scheduler distributes to the cpuset, and `myapp` only uses those memory nodes, not all memory nodes.

To enable the cpuset enforcement feature, configure **LSB_RESOURCE_ENFORCE="cpu"** in `lsf.conf`.

Processor binding for LSF job processes

Rapid progress of modern processor manufacture technologies has enabled the low-cost deployment of LSF on hosts with multicore and multithread processors. The default soft affinity policy enforced by the operating system scheduler may not give optimal job performance. For example, the operating system scheduler may place all job processes on the same processor or core leading to poor performance.

Frequently switching processes as the operating system schedules and reschedules work between cores can cause cache invalidations and cache miss rates to grow large.

Processor binding for LSF job processes takes advantage of the power of multiple processors and multiple cores to provide hard processor binding functionality for sequential LSF jobs and parallel jobs that run on a single host.

Restriction: Processor binding is supported on hosts running Linux with kernel version 2.6 or higher.

For multi-host parallel jobs, LSF sets two environment variables (**LSB_BIND_JOB** and **LSB_BIND_CPU_LIST**) but does not attempt to bind the job to any host.

When processor binding for LSF job processes is enabled on supported hosts, job processes of an LSF job are bound to a processor according to the binding policy of the host. When an LSF job is completed (exited or done successfully) or suspended, the corresponding processes are unbound from the processor.

When a suspended LSF job is resumed, the corresponding processes are bound again to a processor. The process is not guaranteed to be bound to the same processor it was bound to before the job was suspended.

The processor binding affects the whole job process group. All job processes forked from the root job process (the job RES) are bound to the same processor.

Processor binding for LSF job processes does not bind daemon processes.

If processor binding is enabled, but the execution hosts do not support processor affinity, the configuration has no effect on the running processes. Processor binding has no effect on a single-processor host.

Processor, core, and thread-based CPU binding

By default, the number of CPUs on a host represents the number of cores a machine has. For LSF hosts with multiple cores, threads, and processors, ncpus can be defined by the cluster administrator to consider one of the following:

- Processors
- Processors and cores
- Processors, cores, and threads

Globally, this definition is controlled by the parameter **EGO_DEFINE_NCPUS** in `lsf.conf` or `ego.conf`. The default behavior for ncpus is to consider the number of cores (**EGO_DEFINE_NCPUS=cores**).

Note:

When **PARALLEL_SCHED_BY_SLOT=Y** in `lsb.params`, the resource requirement string keyword ncpus refers to the number of slots instead of the number of CPUs, however **lshosts** output will continue to show ncpus as defined by **EGO_DEFINE_NCPUS** in `lsf.conf`.

Binding job processes randomly to multiple processors, cores, or threads, may affect job performance. Processor binding configured with **LSF_BIND_JOB** in

lsf.conf or **BIND_JOB** in lsb.applications, detects the **EGO_DEFINE_NCPUS** policy to bind the job processes by processor, core, or thread (PCT).

For example, if the PCT policy for the host is set to processor (**EGO_DEFINE_NCPUS=procs**) and the binding option is set to BALANCE, the first job process is bound to the first physical processor, the second job process is bound to the second physical processor and so on.

If the PCT policy for the host is set to core level (EGO_DEFINE_NCPUS=cores) and the binding option is set to BALANCE, the first job process is bound to the first core on the first physical processor, the second job process is bound to the first core on the second physical processor, the third job process is bound to the second core on the first physical processor, and so on.

If the PCT policy for the host is set to thread level (**EGO_DEFINE_NCPUS=threads**) and the binding option is set to BALANCE, the first job process is bound to the first thread on the first physical processor, the second job process is bound to the first thread on the second physical processor, the third job process is bound to the second thread on the first physical processor, and so on.

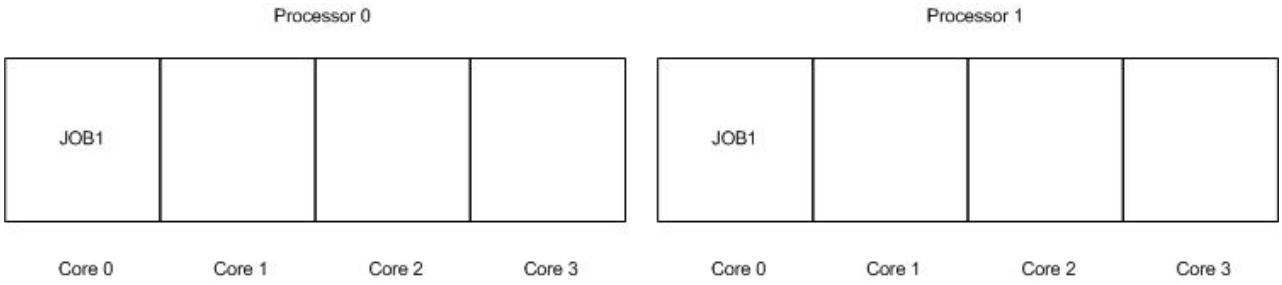
Note: **BIND_JOB** and **LSF_BIND_JOB** are deprecated in LSF Standard Edition and LSF Advanced Edition. You should enable LSF CPU and memory affinity scheduling in with the AFFINITY parameter in lsb.hosts. If both **BIND_JOB** or **LSF_BIND_JOB** and affinity scheduling are enabled, affinity scheduling takes effect, and **BIND_JOB** or **LSF_BIND_JOB** is disabled. **BIND_JOB** and **LSF_BIND_JOB** are the only affinity options available in LSF Express Edition.

BIND_JOB=BALANCE

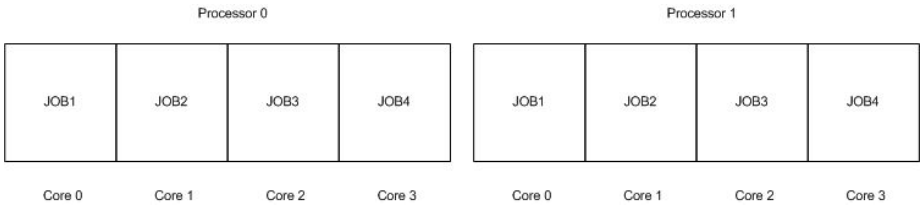
The BIND_JOB=BALANCE option instructs LSF to bind the job that is based on the load of the available processors/cores/threads. For each slot:

- If the PCT level is set to processor, the lowest loaded physical processor runs the job.
- If the PCT level is set to core, the lowest loaded core on the lowest loaded processor runs the job.
- If the PCT level is set to thread, the lowest loaded thread on the lowest loaded core on the lowest loaded processor runs the job.

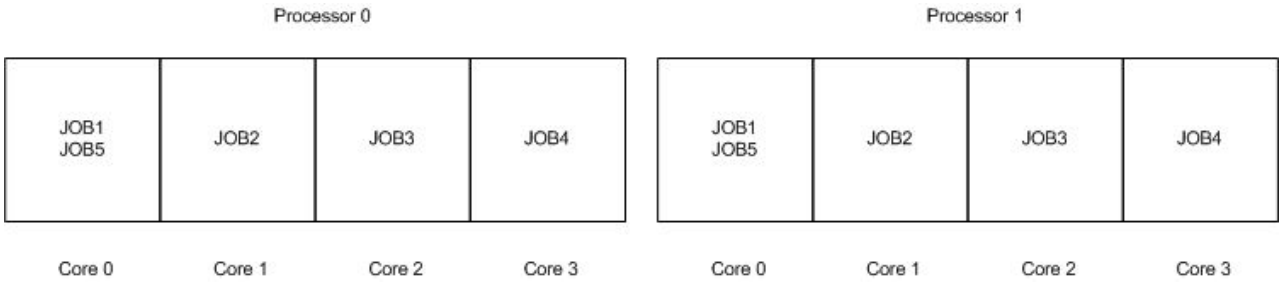
If there is a single 2 processor quad core host and you submit a parallel job with **–n 2 –R"span[hosts=1]"** when the PCT level is core, the job is bound to the first core on the first processor and the first core on the second processor:



After submitting another three jobs with -n 2 -R"span[hosts=1]":



If **PARALLEL_SCHED_BY_SLOT=Y** is set in `lsb.params`, the job specifies a maximum and minimum number of job slots instead of processors. If the MXJ value is set to 16 for this host (there are 16 job slots on this host), LSF can dispatch more jobs to this host. Another job submitted to this host is bound to the first core on the first processor and the first core on the second processor:



BIND_JOB=PACK

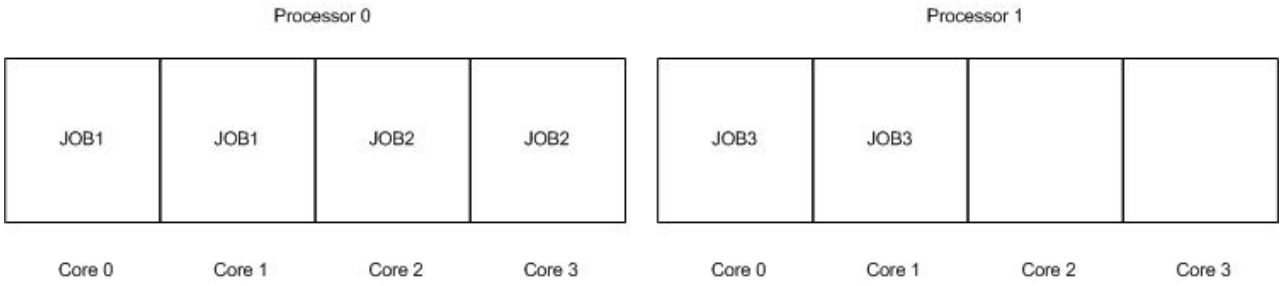
The `BIND_JOB=PACK` option instructs LSF to try to pack all the processes onto a single processor. If this cannot be done, LSF tries to use as few processors as possible. Email is sent to you after job dispatch and when job finishes. If no processors/cores/threads are free (when the PCT level is processor/core/thread level), LSF tries to use the BALANCE policy for the new job.

LSF depends on the order of processor IDs to pack jobs to a single processor.

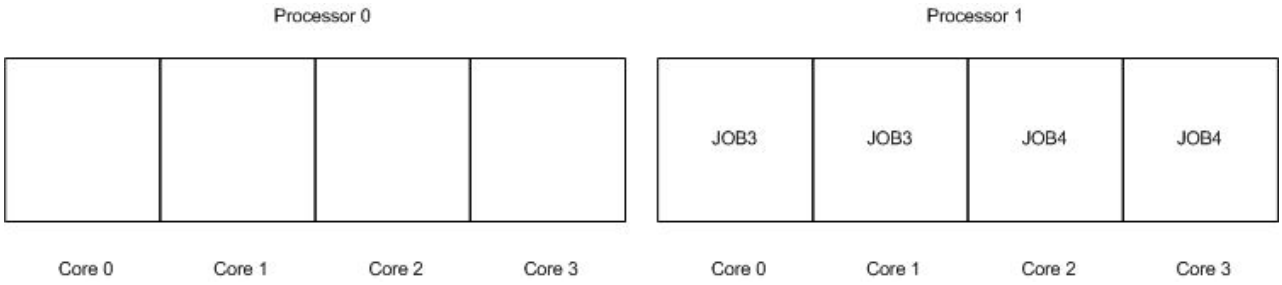
If PCT level is processor, there is no difference between BALANCE and PACK.

This option binds jobs to a single processor where it makes sense, but does not oversubscribe the processors/cores/threads. The other processors are used when they are needed. For instance, when the PCT level is core level, if we have a single four processor quad core host and we had bound 4 sequential jobs onto the first processor, the 5th-8th sequential job is bound to the second processor.

If you submit three single-host parallel jobs with `-n 2 -R"span[hosts=1]"` when the PCT level is core level, the first job is bound to the first and seconds cores of the first processor, the second job is bound to the third and fourth cores of the first processor. Binding the third job to the first processor oversubscribes the cores in the first processor, so the third job is bound to the first and second cores of the second processor:



After JOB1 and JOB2 finished, if you submit one single-host parallel jobs with `-n 2 -R"span[hosts=1]`, the job is bound to the third and fourth cores of the second processor:



BIND_JOB=ANY

BIND_JOB=ANY binds the job to the first N available processors/cores/threads with no regard for locality. If the PCT level is core, LSF binds the first N available cores regardless of whether they are on the same processor or not. LSF arranges the order based on APIC ID.

If PCT level is processor (default value after installation), there is no difference between ANY and BALANCE.

For example, with a single 2-processor quad core host and the following table is the relationship of APIC ID and logic processor/core id:

APC ID	Processor ID	Core ID
0	0	0
1	0	1
2	0	2
3	0	3
4	1	0
5	1	1
6	1	2
7	1	3

If the PCT level is core level and you submit two jobs to this host with `-n 3 -R "span[hosts=1]"`, then the first job is bound to the first, second, and third core of the first physical processor, the second job is bound to the fourth core of the first

physical processor and the first, second core in the second physical processor.

BIND_JOB=USER

BIND_JOB=USER binds the job to the value of $LSB_USER_BIND_JOB as specified in the user submission environment. This allows the Administrator to delegate binding decisions to the actual user. This value must be one of Y, N, NONE, BALANCE, PACK, or ANY. Any other value is treated as ANY.

BIND_JOB=USER_CPU_LIST

BIND_JOB=USER_CPU_LIST binds the job to the explicit logic CPUs specified in environment variable **$LSB_USER_BIND_CPU_LIST**. LSF does not check that the value is valid for the execution host(s). It is the user's responsibility to correctly specify the CPU list for the hosts they select.

The correct format of $LSB_USER_BIND_CPU_LIST is a list which may contain multiple items, separated by comma, and ranges. For example, 0,5,7,9-11.

If the value's format is not correct or there is no such environment variable, jobs are not bound to any processor.

If the format is correct and it cannot be mapped to any logic CPU, the binding fails. But if it can be mapped to some CPUs, the job is bound to the mapped CPUs. For example, with a two-processor quad core host and the logic CPU ID is 0-7:

1. If user1 specifies 9,10 into $LSB_USER_BIND_CPU_LIST, his job is not bound to any CPUs.
2. If user2 specifies 1,2,9 into $LSB_USER_BIND_CPU_LIST, his job is bound to CPU 1 and 2.

If the value's format is not correct or it does not apply for the execution host, the related information is added to the email sent to users after job dispatch and job finish.

If user specifies a minimum and a maximum number of processors for a single-host parallel job, LSF may allocate processors between these two numbers for the job. In this case, LSF binds the job according to the CPU list specified by the user.

BIND_JOB=NONE

BIND_JOB=NONE is functionally equivalent to the former **BIND_JOB=N** where the processor binding is disabled.

Feature interactions

- Existing CPU affinity features

  Processor binding of LSF job processes will not take effect on a master host with the following parameters configured.

  – MBD_QUERY_CPUS
  – LSF_DAEMONS_CPUS
  – EGO_DAEMONS_CPUS
- IRIX cpusets

  Processor binding cannot be used with IRIX cpusets. If an execution host is configured as part of a cpuset, processor binding is disabled on that host.

- Job requeue, rerun, and migration

  When a job is requeued, rerun or migrated, a new job process is created. If processor binding is enabled when the job runs, the job processes will be bound to a processor.
- **badmin hrestart**

  badmin hrestart restarts a new sbatchd. If a job process has already been bound to a processor, after sbatchd is restarted, processor binding for the job processes are restored.
- **badmin reconfig**

  If the BIND_JOB parameter is modified in an application profile, **badmin reconfig** only affects pending jobs. The change does not affect running jobs.
- MultiCluster job forwarding model

  In a MultiCluster environment, the behavior is similar to the current application profile behavior. If the application profile name specified in the submission cluster is not defined in the execution cluster, the job is rejected. If the execution cluster has the same application profile name, but does not enable processor binding, the job processes are not bound at the execution cluster.

Enabling processor binding for LSF job processes

LSF supports the following binding options for sequential jobs and parallel jobs that run on a single host:

- BALANCE
- PACK
- ANY
- USER
- USER_CPU_LIST
- NONE

Enable processor binding cluster-wide or in an application profile.

- Cluster-wide configuration (`lsf.conf`)

  Define LSF_BIND_JOB in `lsf.conf` to enable processor binding for all execution hosts in the cluster. On the execution hosts that support this feature, job processes are hard bound to selected processors.
- Application profile configuration (`lsb.applications`)

  Define BIND_JOB in an application profile configuration in `lsb.applications` to enable processor binding for all jobs that are submitted to the application profile. On the execution hosts that support this feature, job processes are hard bound to selected processors.

If BIND_JOB is not set in an application profile in `lsb.applications`, the value of LSF_BIND_JOB in `lsf.conf` takes effect. The BIND_JOB parameter that is configured in an application profile overrides the `lsf.conf` setting.

Note: **BIND_JOB** and **LSF_BIND_JOB** are deprecated in LSF Standard Edition and LSF Advanced Edition. You should enable LSF CPU and memory affinity scheduling in with the AFFINITY parameter in `lsb.hosts`. If both **BIND_JOB** or **LSF_BIND_JOB** and affinity scheduling are enabled, affinity scheduling takes effect, and **BIND_JOB** or **LSF_BIND_JOB** is disabled. **BIND_JOB** and **LSF_BIND_JOB** are the only affinity options available in LSF Express Edition.

Processor binding for parallel jobs

By default, there is no processor binding.

For multi-host parallel jobs, LSF sets two environment variables (**$LSB_BIND_JOB** and **$LSB_BIND_CPU_LIST**) but does not attempt to bind the job to any host even if you enable the processor binding.

Resizable jobs

Adding slots to or removing slots from a resizable job triggers unbinding and rebinding of job processes. Rebinding does not guarantee that the processes can be bound to the same processors they were bound to previously.

If a multi-host parallel job becomes a single-host parallel job after resizing, LSF does not bind it.

If a single-host parallel job or sequential job becomes a multi-host parallel job after resizing, LSF does not bind it.

After unbinding and binding, the job CPU affinity is changed. LSF puts the new CPU list in the LSB_BIND_CPU_LIST environment variable and the binding method to LSB_BIND_JOB environment variable. And it is the responsibility of the notification command to tell the job that CPU binding has changed.

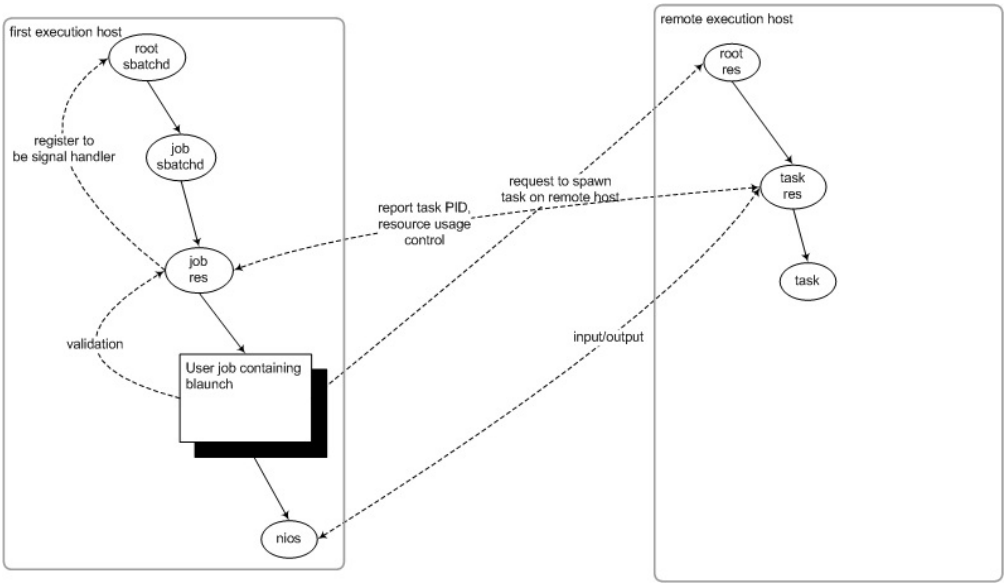
Running Parallel Jobs with blaunch

blaunch Distributed Application Framework

Most MPI implementations and many distributed applications use rsh and ssh as their task launching mechanism. The **blaunch** command provides a drop-in replacement for **rsh** and **ssh** as a transparent method for launching parallel and distributed applications within LSF.

About the blaunch command

The following figure illustrates **blaunch** processing:



Similar to the LSF **lsrun** command, **blaunch** transparently connects directly to the RES/SBD on the remote host, and subsequently creates and tracks the remote

tasks, and provides the connection back to LSF. There no need to insert pam/taskstarter into the **rsh** or **ssh** calling sequence, or configure any wrapper scripts.

blaunch supports the following core command line options as **rsh** and **ssh**:

- **rsh** host_name command
- **ssh** host_name command

Whereas the host name value for **rsh** and **ssh** can only be a single host name, you can use the **-z** option to specify a space-delimited list of hosts where tasks are started in parallel. All other **rsh** and **ssh** options are silently ignored.

You cannot run **blaunch** directly from the command line as a standalone command. **blaunch** only works within an LSF job; it can only be used to launch tasks on remote hosts that are part of a job allocation. On success, **blaunch** exits with 0.

blaunch is supported on Windows 2000 or later with the following exceptions:

- Only the following signals are supported: **SIGKILL**, **SIGSTOP**, **SIGCONT**.
- The **-n** option is not supported.
- CMD.EXE /C <user command line> is used as intermediate command shell when **-no-shell** is not specified
- CMD.EXE /C is not used when **-no-shell** is specified.
- Windows Vista User Account Control must be configured correctly to run jobs.

LSF APIs for the blaunch distributed application framework

LSF provides the following APIs for programming your own applications to use the **blaunch** distributed application framework:

- lsb_launch(): Synchronous API call to allow source level integration with vendor MPI implementations. This API will launch the specified command (**argv**) on the remote nodes in parallel. LSF must be installed before integrating your MPI implementation with lsb_launch(). The lsb_launch() API requires the full set of liblsf.so, libbat.so (or liblsf.a, libbat.a).
- lsb_getalloc(): Allocates memory for a host list to be used for launching parallel tasks through **blaunch** and the lsb_launch()API. It is the responsibility of the caller to free the host list when it is no longer needed. On success, the host list will be a list of strings. Before freeing the host list, the individual elements must be freed. An application using the lsb_getalloc() API is assumed to be part of an LSF job, and that **LSB_MCPU_HOSTS** is set in the environment.

The blaunch job environment

blaunch determines from the job environment what job it is running under, and what the allocation for the job is. These can be determined by examining the environment variables **LSB_JOBID**, **LSB_JOBINDEX**, and **LSB_MCPU_HOSTS**. If any of these variables do not exist, **blaunch** exits with a non-zero value. Similarly, if **blaunch** is used to start a task on a host not listed in **LSB_MCPU_HOSTS**, the command exits with a non-zero value.

The job submission script contains the **blaunch** command in place of **rsh** or **ssh**. The **blaunch** command does sanity checking of the environment to check for **LSB_JOBID** and **LSB_MCPU_HOSTS**. The **blaunch** command contacts the job RES to

validate the information determined from the job environment. When the job RES receives the validation request from **blaunch**, it registers with the root **sbatchd** to handle signals for the job.

The job RES periodically requests resource usage for the remote tasks. This message also acts as a heartbeat for the job. If a resource usage request is not made within a certain period of time it is assumed the job is gone and that the remote tasks should be shut down. This timeout is configurable in an application profile in `lsb.applications`.

The **blaunch** command also honors the parameters **LSB_CMD_LOG_MASK**, **LSB_DEBUG_CMD**, and **LSB_CMD_LOGDIR** when defined in `lsf.conf` or as environment variables. The environment variables take precedence over the values in `lsf.conf`.

To ensure that no other users can run jobs on hosts allocated to tasks launched by **blaunch** set **LSF_DISABLE_LSRUN=Y** in `lsf.conf`. When **LSF_DISABLE_LSRUN=Y** is defined, RES refuses remote connections from **lsrun** and **lsgrun** unless the user is either an LSF administrator or root. **LSF_ROOT_REX** must be defined for remote execution by root. Other remote execution commands, such as **ch** and **lsmake** are not affected.

Temporary directory for tasks launched by blaunch

By default, LSF creates a temporary directory for a job only on the first execution host. If **LSF_TMPDIR** is set in lsf.conf, the path of the job temporary directory on the first execution host is set to `LSF_TMPDIR/job_ID.tmpdir`.

If **LSB_SET_TMPDIR= Y**, the environment variable *TMPDIR* will be set equal to the path specified by **LSF_TMPDIR**. This value for *TMPDIR* overrides any value that might be set in the submission environment.

Tasks launched through the **blaunch** distributed application framework make use of the LSF temporary directory specified by **LSF_TMPDIR**:

- When the environment variable *TMPDIR* is set on the first execution host, the **blaunch** framework propagates this environment variable to all execution hosts when launching remote tasks.
- The job RES or the task RES creates the directory specified by `TMPDIR` if it does not already exist before starting the job.
- The directory created by the job RES or task RES has permission 0700 and is owned by the execution user.
- If the `TMPDIR` directory was created by the task RES, LSF deletes the temporary directory and its contents when the task is complete.
- If the `TMPDIR` directory was created by the job RES, LSF will delete the temporary directory and its contents when the job is done.
- If the `TMPDIR` directory is on a shared file system, it is assumed to be shared by all the hosts allocated to the **blaunch** job, so LSF does not remove `TMPDIR` directories created by the job RES or task RES.

Automatic generation of the job host file

LSF automatically places the allocated hosts for a job into the *$LSB_HOSTS* and *$LSB_MCPU_HOSTS* environment variables. Since most MPI implementations and parallel applications expect to read the allocated hosts from a file, LSF creates a

host file in the default job output directory `$HOME/.lsbatch` on the execution host before the job runs, and deletes it after the job has finished running. The name of the host file created has the format:

```
.lsb.<jobid>.hostfile
```

The host file contains one host per line. For example, if `LSB_MCPU_HOSTS="hostA 2 hostB 2 hostC 1"`, the host file contains:

- hostA
- hostA
- hostB
- hostB
- hostC

LSF publishes the full path to the host file by setting the environment variable **LSB_DJOB_HOSTFILE**.

Handle remote task exit

You can configure an application profile in `lsb.applications` to control the behavior of a parallel or distributed application when a remote task exits. Specify a value for **RTASK_GONE_ACTION** in the application profile to define what the LSF does when a remote task exits. The default behavior is as follows:

- When task exits with zero value, LSF does nothing.
- When task exits with non-zero value, LSF LSF does nothing.
- When task crashes, LSF shuts down the entire job.

RTASK_GONE_ACTION has the following syntax:

```
RTASK_GONE_ACTION="[KILLJOB_TASKDONE | KILLJOB_TASKEXIT]

[IGNORE_TASKCRASH]"
```

Where:

- **IGNORE_TASKCRASH**: A remote task crashes. LSF does nothing. The job continues to launch the next task.
- **KILLJOB_TASKDONE**: A remote task exits with zero value. LSF terminates all tasks in the job.
- **KILLJOB_TASKEXIT**: A remote task exits with non-zero value. LSF terminates all tasks in the job.

For example:

```
RTASK_GONE_ACTION="IGNORE_TASKCRASH KILLJOB_TASKEXIT"
```

RTASK_GONE_ACTION only applies to the **blaunch** distributed application framework. When defined in an application profile, the **LSB_DJOB_RTASK_GONE_ACTION** variable is set when running **bsub -app** for the specified application. You can also use the environment variable **LSB_DJOB_RTASK_GONE_ACTION** to override the value set in the application profile.

RTASK_GONE_ACTION=**IGNORE_TASKCRASH** has no effect on PE jobs: When a user application is killed, POE triggers the job to quit.

Handle communication failure

By default, LSF shuts down the entire job if connection is lost with the task RES, validation timeout, or heartbeat timeout. You can configure an application profile in `lsb.applications` so only the current tasks are shut down, not the entire job.

Use **DJOB_COMMFAIL_ACTION="KILL_TASKS"** to define the behavior of LSF when it detects a communication failure between itself and one or more tasks. If not defined, LSF terminates all tasks, and shuts down the job. If set to **KILL_TASKS**, LSF tries to kill all the current tasks of a parallel or distributed job associated with the communication failure.

DJOB_COMMFAIL_ACTION only applies to the **blaunch** distributed application framework. When defined in an application profile, the **LSB_DJOB_COMMFAIL_ACTION** environment variable is set when running **bsub -app** for the specified application.

Set up job launching environment

LSF can run an appropriate script that is responsible for setup and cleanup of the job launching environment. You can specify the name of the appropriate script in an application profile in `lsb.applications`.

Use **DJOB_ENV_SCRIPT** to define the path to a script that sets the environment for the parallel or distributed job launcher. The script runs as the user, and is part of the job. **DJOB_ENV_SCRIPT** only applies to the **blaunch** distributed application framework. If a full path is specified, LSF uses the path name for the execution. If a full path is not specified, LSF looks for it in `LSF_BINDIR`.

The specified script must support a setup argument and a cleanup argument. LSF invokes the script with the setup argument before launching the actual job to set up the environment, and with cleanup argument after the job is finished.

LSF assumes that if setup cannot be performed, the environment to run the job does not exist. If the script returns a non-zero value at setup, an error is printed to stderr of the job, and the job exits. Regardless of the return value of the script at cleanup, the real job exit value is used. If the return value of the script is non-zero, an error message is printed to stderr of the job.

When defined in an application profile, the **LSB_DJOB_ENV_SCRIPT** variable is set when running **bsub -app** for the specified application. For example, if **DJOB_ENV_SCRIPT=mpich.script**, LSF runs `$LSF_BINDIR/mpich.script setup` to set up the environment to run an MPICH job. After the job completes, LSF runs `$LSF_BINDIR/mpich.script cleanup`

On cleanup, the `mpich.script` file could, for example, remove any temporary files and release resources used by the job. Changes to the **LSB_DJOB_ENV_SCRIPT** environment variable made by the script are visible to the job.

Update job heartbeat and resource usage

Use **DJOB_HB_INTERVAL** in an application profile in `lsb.applications` to configure an interval in seconds used to update the heartbeat between LSF and the tasks of a parallel or distributed job. **DJOB_HB_INTERVAL** only applies to the **blaunch** distributed application framework. When **DJOB_HB_INTERVAL** is specified, the interval is scaled according to the number of tasks in the job:

```
max(DJOB_HB_INTERVAL, 10) + host_factor
```

where **host_factor** = 0.01 * number of hosts allocated for the job.

When defined in an application profile, the **LSB_DJOB_HB_INTERVAL** variable is set in the parallel or distributed job environment. You should not manually change the value of **LSB_DJOB_HB_INTERVAL**.

By default, the interval is equal to **SBD_SLEEP_TIME** in `lsb.params`, where the default value of **SBD_SLEEP_TIME** is 30 seconds.

How blaunch supports task geometry and process group files

The current support for task geometry in LSF requires the user submitting a job to specify the wanted task geometry by setting the environment variable **LSB_TASK_GEOMETRY** in their submission environment before job submission. LSF checks for **LSB_TASK_GEOMETRY** and modifies **LSB_MCPU_HOSTS** appropriately.

The environment variable **LSB_TASK_GEOMETRY** is checked for all parallel jobs. If **LSB_TASK_GEOMETRY** is set users submit a parallel job (a job that requests more than 1 slot), LSF attempts to shape **LSB_MCPU_HOSTS** accordingly.

LSB_TASK_GEOMETRY was introduced to replace **LSB_PJL_TASK_GEOMETRY**, which is kept for compatibility with earlier versions. However, task geometry does not work using **blaunch** alone; it works with the PE/**blaunch** integration.

Resource collection for all commands in a job script

Parallel and distributed jobs are typically launched with a job script. If your job script runs multiple commands, you can ensure that resource usage is collected correctly for all commands in a job script by configuring **LSF_HPC_EXTENSIONS=CUMULATIVE_RUSAGE** in `lsf.conf`. Resource usage is collected for jobs in the job script, rather than being overwritten when each command is executed.

Resizable jobs and blaunch

Because a resizable job can be resized any time, the **blaunch** framework is aware of the newly added resources (hosts) or released resources. When a validation request comes with those additional resources, the **blaunch** framework accepts the request and launches the remote tasks accordingly. When part of an allocation is released, the **blaunch** framework makes sure no remote tasks are running on those released resources, by terminating remote tasks on the released hosts if any. Any further validation requests with those released resources are rejected.

The **blaunch** framework provides the following functionality for resizable jobs:

- The **blaunch** command and lsb_getalloc() API call accesses up to date resource allocation through the *LSB_DJOB_HOSTFILE* environment variable
- Validation request (to launch remote tasks) with the additional resources succeeds.
- Validation request (to launch remote tasks) with the released resources fails.
- Remote tasks on the released resources are terminated and the **blaunch** framework terminates tasks on a host when the host has been completely removed from the allocation.

- When releasing resources, LSF allows a configurable grace period (**DJOB_RESIZE_GRACE_PERIOD** in lsb.applications) for tasks to clean up and exit themselves. By default, there is no grace period.
- When remote tasks are launched on new additional hosts but the notification command fails, those remote tasks are terminated.

Submitting jobs with blaunch

Use **bsub** to call **blaunch**, or to invoke an execution script that calls **blaunch**. The **blaunch** command assumes that **bsub -n** implies one task per job slot.

- Submit a job:

  ```
  bsub -n 4 blaunch myjob
  ```

- Submit a job to launch tasks on a specific host:

  ```
  bsub -n 4 blaunch hostA myjob
  ```

- Submit a job with a host list:

  ```
  bsub -n 4 blaunch -z "hostA hostB" myjob
  ```

- Submit a job with a host file:

  ```
  bsub -n 4 blaunch -u ./hostfile myjob
  ```

- Submit a job to an application profile

  ```
  bsub -n 4 -app djob blaunch myjob
  ```

Launching ANSYS jobs

To launch an ANSYS job through LSF using the **blaunch** framework, substitute the path to rsh or ssh with the path to **blaunch**. For example:

```
#BSUB -o stdout.txt
#BSUB -e stderr.txt
# Note: This case statement should be used to set up any
# environment variables needed to run the different versions
# of Ansys. All versions in this case statement that have the
# string "version list entry" on the same line will appear as
# choices in the Ansys service submission page.

case $VERSION in
 10.0)  #version list entry
        export ANSYS_DIR=/usr/share/app/ansys_inc/v100/Ansys
        export ANSYSLMD_LICENSE_FILE=1051@licserver.company.com
       export MPI_REMSH=/opt/lsf/bin/blaunch
        program=${ANSYS_DIR}/bin/ansys100
        ;;
  *)
        echo "Invalid version ($VERSION) specified"
        exit 1
        ;;
esac

if [ -z "$JOBNAME" ]; then
    export JOBNAME=ANSYS-$$
fi

if [ $CPUS -eq 1 ]; then
    ${program} -p ansys -j $JOBNAME -s read -l en-us -b -i $INPUT $OPTS
else
    if [ $MEMORY_ARCH = "Distributed" ] Then
      HOSTLIST=`echo $LSB_HOSTS | sed s/" "/":1:"/g` ${program} -j $JOBNAME - p
ansys -pp -dis -machines \
    ${HOSTLIST}:1 -i $INPUT $OPTS
    else
```

```
       ${program} -j $JOBNAME -p ansys -pp -dis -np $CPUS \
    -i $INPUT $OPTS
    fi
fi
```

blaunch parameters

The **blaunch** application framework uses the following parameters:

- **LSF_RES_ALIVE_TIMEOUT**
- **LSF_DJOB_TASK_REG_WAIT_TIME**
- **LSB_FANOUT_TIMEOUT_PER_LAYER**
- **LSB_TASK_GEOMETRY**
  (replaces **LSB_PJL_TASK_GEOMETRY**)

For details on these parameters, see the IBM Platform LSF Configuration Reference.

SGI Vendor MPI Support

Compiling and linking your MPI program

You must use the SGI C compiler (cc by default). You cannot use **mpicc** to build your programs.

Configuring LSF to work with SGI MPI

To use 32-bit or 64-bit SGI MPI with Platform LSF, set the following parameters in `lsf.conf`:

- Set **LSF_VPLUGIN** to the full path to the MPI library `libxmpi.so`.
  You can specify multiple paths for **LSF_VPLUGIN**, separated by colons (:). For example, the following configures both `/usr/lib32/libxmpi.so` and `/usr/lib/libxmpi.so`:
  `LSF_VPLUGIN="/usr/lib32/libxmpi.so:/usr/lib/libxmpi.so"`
- **LSF_PAM_USE_ASH=Y** enables LSF to use the SGI Array Session Handler (ASH) to propagate signals to the parallel jobs.

For PAM to access the `libxmpi.so` library, the file permission mode must be 755 (`-rwxr-xr-x`).

To run a mulithost MPI applications, you must also enable **rsh** without password prompt between hosts:

- The remote host must be defined in the `arrayd` configuration.
- Configure `.rhosts` so that rsh does not require a password.

Running jobs

To run a job and have LSF select the host, the command **mpirun -np 4 a.out** is entered as:

```
bsub -n 4 pam -mpi -auto_place a.out
```

To run a single-host job and have LSF select the host, the command **mpirun -np 4 a.out** is entered as:

```
bsub -n 4 -R "span[hosts=1]" pam -mpi -auto_place a.out
```

To run a multihost job (5 processors per host) and have LSF select the hosts, the following command:

```
mpirun hosta -np 5 a.out: hostb -np 5 a.out
```

is entered as:

```
bsub -n 10 -R "span[ptile=5]" pam -mpi -auto_place a.out
```

Limitations

- SBD and MBD take a few seconds to get the process IDs and process group IDs of the PAM jobs from the SGI MPI components. If you use **bstop**, **bresume**, or **bkill** before this happens, uncontrolled MPI child processes may be left running.
- A single MPI job cannot run on a heterogeneous architecture. The entire job must run on systems of a single architecture.

Running Jobs with Task Geometry

Specifying task geometry allows you to group tasks of a parallel job step to run together on the same node. Task geometry allows for flexibility in how tasks are grouped for execution on system nodes. You cannot specify the particular nodes that these groups run on; the scheduler decides which nodes run the specified groupings.

Using the task geometry environment variable

Use the **LSB_TASK_GEOMETRY** environment variable to specify task geometry for your jobs. **LSB_TASK_GEOMETRY** replaces **LSB_PJL_TASK_GEOMETRY**, which is kept for compatibility with earlier versions**LSB_TASK_GEOMETRY** overrides any process group or command file placement options.

The environment variable **LSB_TASK_GEOMETRY** is checked for all parallel jobs. If **LSB_TASK_GEOMETRY** is set users submit a parallel job (a job that requests more than 1 slot), LSF attempts to shape **LSB_MCPU_HOSTS** accordingly.

The `mpirun.lsf` script sets the **LSB_MCPU_HOSTS** environment variable in the job according to the task geometry specification.

The syntax is:

```
setenv LSB_TASK_GEOMETRY "{(task_ID,...) ...}"
```

For example, to submit a job to spawn 8 tasks and span 4 nodes, specify:

```
setenv LSB_TASK_GEOMETRY "{(2,5,7)(0,6)(1,3)(4)}"
```

The results are:

- Tasks 2, 5, and 7 run on one node
- Tasks 0 and 6 run on another node
- Tasks 1 and 3 run on a third node
- Task 4 runs on one node alone

Each **task_ID** number corresponds to a task ID in a job and each set of parenthesis contains the task IDs assigned to one node. Tasks can appear in any order, but the entire range of tasks specified must begin with 0, and must include all task ID

numbers; you cannot skip a task ID number. Use braces to enclose the entire task geometry specification, and use parentheses to enclose groups of nodes. Use commas to separate task IDs.

For example:

```
setenv LSB_TASK_GEOMETRY "{(1)(2)}"
```

is incorrect because it does not start from task 0.

```
setenv LSB_TASK_GEOMETRY "{(0)(3)}"
```

is incorrect because it does not specify task 1and 2.

LSB_TASK_GEOMETRY cannot request more hosts than specified by the **bsub -n** option. For example:

```
setenv LSB_TASK_GEOMETRY "{(0)(1)(2)}"
```

specifies three nodes, one task per node. A correct job submission must request at least 3 hosts:

```
bsub -n 3 -R "span[ptile=1]" -I -a pe mpirun.lsf my_job

Job <564> is submitted to queue <hpc_linux>

<<Waiting for dispatch ...>>

<<Starting on hostA>>

...
```

Planning your task geometry specification

You should plan task geometry in advance and specify the job resource requirements for LSF to select hosts appropriately.

Use **bsub -n** and **-R "span[ptile=]"** to make sure LSF selects appropriate hosts to run the job, so that:

- The correct number of nodes is specified
- All exceution hosts have the same number of available slots
- The *ptile* value is the maximum number of CPUs required on one node by task geometry specifications.

LSB_TASK_GEOMETRY only guarantees the geometry but does not guarantee the host order. You must make sure each host selected by LSF can run any group of tasks specified in **LSB_TASK_GEOMETRY**.

You can also use **bsub -x** to run jobs exclusively on a host. No other jobs share the node once this job is scheduled.

Enforcing Resource Usage Limits for Parallel Tasks

A typical Platform LSF parallel job launches its tasks across multiple hosts. By default you can enforce limits on the total resources used by all the tasks in the job.

Resource usage limits

Since PAM only reports the sum of parallel task resource usage, LSF does not enforce resource usage limits on individual tasks in a parallel job. For example, resource usage limits cannot control allocated memory of a single task of a parallel job to prevent it from allocating memory and bringing down the entire system. For some jobs, the total resource usage may be exceed a configured resource usage limit even if no single task does, and the job is terminated when it does not need to be.

Attempting to limit individual tasks by setting a system-level swap hard limit (**RLIMIT_AS**) in the system limit configuration file (`/etc/security/limits.conf`) is not satisfactory, because it only prevents tasks running on that host from allocating more memory than they should; other tasks in the job can continue to run, with unpredictable results.

By default, custom job controls (**JOB_CONTROL** in `lsb.queues`) apply only to the entire job, not individual parallel tasks.

Enabling resource usage limit enforcement for parallel tasks

Use the **LSF_HPC_EXTENSIONS** options **TASK_SWAPLIMIT** and **TASK_MEMLIMIT** in `lsf.conf` to enable resource usage limit enforcement and job control for parallel tasks. When **TASK_SWAPLIMIT** or **TASK_MEMLIMIT** is set in **LSF_HPC_EXTENSIONS**, LSF terminates the entire parallel job if any single task exceeds the limit setting for memory and swap limits.

Other resource usage limits (CPU limit, process limit, run limit, and so on) continue to be enforced for the entire job, not for individual tasks.

Assumptions and behavior

- To enforce resource usage limits by parallel task, you must use the LSF generic Parallel Job Launcher (PJL) framework (PAM/TS) to launch your parallel jobs.
- This feature only affects parallel jobs monitored by PAM. It has no effect on other LSF jobs.
- **LSF_HPC_EXTENSIONS=TASK_SWAPLIMIT** overrides the default behavior of swap limits (**bsub -v**, **bmod -v**, or **SWAPLIMIT** in `lsb.queues`).
- **LSF_HPC_EXTENSIONS=TASK_MEMLIMIT** overrides the default behavior of memory limits (**bsub -M**, **bmod -M**, or **MEMLIMIT** in `lsb.queues`).
- **LSF_HPC_EXTENSIONS=TASK_MEMLIMIT** overrides **LSB_MEMLIMIT_ENFORCE=Y** or **LSB_JOB_MEMLIMIT=Y** in `lsf.conf`
- When a parallel job is terminated because of task limit enforcement, LSF sets a value in the **LSB_JOBEXIT_INFO** environment variable for any post-execution programs:
  - **LSB_JOBEXIT_INFO=SIGNAL -29 SIG_TERM_SWAPLIMIT**
  - **LSB_JOBEXIT_INFO=SIGNAL -25 SIG_TERM_MEMLIMIT**
- When a parallel job is terminated because of task limit enforcement, LSF logs the job termination reason in lsb.acct file:
  - **TERM_SWAP** for swap limit
  - **TERM_MEMLIMIT** for memory limit

  bacct displays the termination reason.

Running MPI workload through IBM Parallel Environment Runtime Edition

Platform LSF integrates with the IBM Parallel Environment Runtime Edition (IBM PE Runtime Edition) program product - Version 1.3 or later to run PE jobs through the IBM Parallel Operating Environment (POE). The integration enables network-aware scheduling, allowing an LSF job to specify network resource requirements, collect network information, and schedule the job according to the requested network resources.

IBM PE Runtime Edition jobs can be submitted through **bsub**, and monitored and controlled through LSF commands. Network requirements can be specified at job submission with the **bsub -network** option, and configured at the queue (`lsb.queues`) and application level (`lsb.applications`) with the NETWORK_REQ parameter.

Important: This integration is based on the Platform **blaunch** framework, which improves performance and reduces the MPI job overhead.

Note: To make this information easier to read, the name *IBM Parallel Environment Runtime Edition* is abbreviated to *IBM PE Runtime Edition*, *Parallel Environment*, or more generally, *PE* throughout the LSF documentation.

Related information

For more information about IBM Parallel Environment Runtime Edition, see the *IBM Parallel Environment: Operation and Use* guide (SC23-6667).

To access the most recent Parallel Environment documentation in PDF and HTML format, refer to the IBM Clusters Information Center:

`http://publib.boulder.ibm.com/infocenter/clresctr/vxrx/index.jsp`

Both the current Parallel Environment documentation and earlier versions of the library are also available in PDF format on the IBM Publications Center:

`www-05.ibm.com/e-business/linkweb/publications/servlet/pbi.wss`

Enabling IBM PE Runtime Edition for LSF

Complete the following steps to enable the Platform LSF integration with the IBM Parallel Environment Runtime Edition (IBM PE Runtime Edition).

1. In `lsf.conf`, set **LSF_PE_NETWORK_NUM**.

   Specify a value between 0 and 8 to set the number of InfiniBand networks on the host. If the number is changed, run **lsadmin reconfig** and **badmin mbdrestart** to make the change take effect

   LSF_PE_NETWORK_NUM must be defined with a non-zero value in `lsf.conf` for LSF to collect network information to run IBM PE Runtime Edition jobs.
2. Run **hostsetup** or manually set a symbolic link from `/usr/lib64/libpermapi.so` to `$LSF_LIBDIR/permapi.so`.

Network-aware scheduling

LSF can schedule and launch IBM Parallel Environment (PE) jobs according to the job requirements, IBM Parallel Environment requirements, network availability, and LSF scheduling policies.

Network resource collection

To schedule a PE job, LSF must know what network resources are available.

LSF_PE_NETWORK_NUM must be defined with a non-zero value in `lsf.conf`, LSF collects network information for PE jobs. If LSF_PE_NETWORK_NUM is set to a value greater than zero, two string resources are created:

pe_network

A host-based string resource that contains the network ID and the number of network windows available on the network.

pnsd

Set to `Y` if the PE network resource daemon **pnsd** responds successfully, or `N` if there is no response. PE jobs can only run on hosts with **pnsd** installed and running.

Use **lsload -l** to view network information for PE jobs. For example, the following **lsload** command displays network information for `hostA` and `hostB`, both of which have 2 networks available. Each network has 256 windows, and **pnsd** is responsive on both hosts. In this case, LSF_PE_NETWORK_NUM=2 should be set in `lsf.conf`:

```
lsload -l
HOST_NAME   status  r15s   r1m  r15m   ut    pg    io  ls    it   tmp   swp   mem   pnsd
pe_network
hostA               ok   1.0   0.1   0.2  10%   0.0     4  12     1   33G 4041M 2208M  Y
ID= 1111111,win=256;ID= 2222222,win=256
hostB               ok   1.0   0.1   0.2  10%   0.0     4  12     1   33G 4041M 2208M  Y
ID= 1111111,win=256;ID= 2222222,win=256
```

Specifying network resource requirements

The network resource requirements for PE jobs are specified in the parameter NETWORK_REQ, which can be specified at queue-level in `lsb.queues` or in an application profile in `lsb.applications`, and on the **bsub** command with the `-network` option.

The NETWORK_REQ parameter and the `-network` option specifies network communication protocols, the adapter device type to use for message passing, network communication system mode, network usage characteristics, and number of network windows (instances) required by the PE job.

network_res_req has the following syntax:

```
[type=sn_all | sn_single]
[:protocol=protocol_name[(protocol_number)][,protocol_name[(protocol_number)]]
[:mode=US | IP] [:usage=shared | dedicated] [:instance=positive_integer]
```

LSF_PE_NETWORK_NUM must be defined to a non-zero value in `lsf.conf` for the LSF to recognize the `-network` option. If LSF_PE_NETWORK_NUM is not defined or is set to 0, the job submission is rejected with a warning message.

The `-network` option overrides the value of NETWORK_REQ defined in `lsb.applications`, which overrides the value defined in `lsb.queues`.

The following IBM LoadLeveller job command file options are not supported in LSF:

- collective_groups
- imm_send_buffers
- rcxtblocks

See the *IBM Platform LSF Command Reference* and the *IBM Platform LSF Configuration Reference* for detailed description of the supported network resource requirement options.

Network window reservation

On hosts with IBM PE installed, LSF reserves a specified number of network windows for job tasks. For a job with type=sn_single, LSF reserves windows from one network for each task. LSF ensures that the reserved windows on different hosts are from same network, such that:

*reserved_window_per_task = num_protocols * num_instance*

For jobs with type=sn_all, LSF reserve windows from all networks for each task, such that:

*reserved_window_per_task_per_network = num_protocols * num_instance* where:

- *num_protocols* is the number of communication protocols specified by the protocols of **bsub –network** or NETWORK_REQ (lsb.queues and lsb.applications)
- *num_instance* is the number of instances specified by the instances of **bsub –network** or NETWORK_REQ (lsb.queues and lsb.applications)

Network load balancing

LSF balances network window load. LSF does not to balance network load for jobs with type=sn_all because these jobs request network windows from all networks. Jobs with type=sn_single job request network windows from only one network, so LSF chooses a network with the lowest load, which is typically the network with most total available windows.

Network data striping

When multiple networks are configured in a cluster, a PE job can request striping over the networks by setting type=sn_all in the bsub -network option or the NETWORK_REQ parameter in lsb.queues or lsb.applications. LSF supports the IBM LoadLeveller striping with minimum networks feature, which specifies whether or not nodes which have more than half of their networks in READY state are considered for sn_all jobs. This makes certain that at least one network is UP and in READY state between any two nodes assigned for the job.

Network data striping is enabled in LSF for PE jobs with the STRIPING_WITH_MINUMUM_NETWORK parameter in lsb.params, which tells LSF how to select nodes for sn_all jobs when one or more networks are unavailable. For example, if there are 8 networks connected to a node and STRIPING_WITH_MINUMUM_NETWORK=n, all 8 networks would have to be up and in the READY state to consider that node for sn_all jobs. If STRIPING_WITH_MINUMUM_NETWORK=y, nodes with at least 5 networks up and in the READY state would be considered for sn_all jobs.

In a cluster with 8 networks, due to hardware failure, only 3 networks are ok on hostA, and 5 networks are ok on hostB. If STRIPING_WITH_MINUMUM_NETWORK=n, an **sn_all** job cannot run on either hostA or hostB. If STRIPING_WITH_MINUMUM_NETWORK=y, an **sn_all** job can run on hostB, but it cannot run on hostA.

Note: LSF_PE_NETWORK_NUM must be defined with a value greater than 0 for STRIPING_WITH_MINUMUM_NETWORK to take effect.

See the *IBM Parallel Environment: Operation and Use* guide (SC23-6781-05) and the *LoadLeveler Using and Administering* guide (SC23-6792-04) for more information about data striping for PE jobs.

LSF network options, PE environment variables, POE options

The following table shows the LSF network resource requirement options, and their equivalent PE environment variable POE job command file option:

LSF network option	PE Environment variable	POE option
bsub -n	MP_PROCS	-procs
bsub -network "protocol=..."	MP_MSG_API	-msg_api
bsub -network "type=..."	MP_EUIDEVICE	-euidevice
bsub -network "mode=..."	MP_EUILIB	-euilib
bsub -network "instance=..."	MP_INSTANCE	-instances
bsub -network "usage=..."	MP_ADAPTER_USE	-adapter_use

Submitting IBM Parallel Environment jobs through LSF

Use the **bsub -network** option to specify the network resource requirements for an IBM Parallel Environment (PE) job. If any network resource requirement is specified in the job, queue, or application profile, the job is treated as a PE job. PE jobs can only run on hosts where IBM PE **pnsd** daemon is running.

Examples

The following examples assume two hosts in cluster, hostA and hostB, each with 4 cores and 2 networks. Each network has one IB adapter with 64 windows.

- `bsub –n2 –R "span[ptile=1]" –network "type=sn_single: usage=dedicated" poe /home/user1/mpi_prog`

  For this job running on hostA and hostB, each task will reserve 1 window. The window can be on network 1 of hostA and network 1 of hostB, or on network 2 of hostA and network 2 of hostB.
- `bsub –n 2 –network "type=sn_all: usage=dedicated" poe /home/user1/mpi_prog`

  For this job running on hostA, each task will reserve 2 windows (one window per network). The job totally reserves 4 windows on hostA. No other network job can run on hostA because all networks are dedicated for use by this job.
- `bsub –n 2 –R "span[ptile=1]" –network "type=sn_all: usage=dedicated]" poe /home/user1/mpi_prog`

  For this job running on hostA and hostB, each task will reserve 2 windows (one window per network). The job reserves 2 windows on hostA and two windows

on hostB. No other network jobs can run on hostA and hostB because all networks on all hosts are dedicated for use by this job.

- bsub –n2 –R "span[ptile=1]" –network "protocol=mpi,lapi: type=sn_all: instances=2: usage=shared" poe /home/user1/mpi_prog

  For this job running on hostA and hostB, each task will reserve 8 windows (2*2*2), for 2 protocols, 2 instances and 2 networks. If enough network windows are available, other network jobs with usage=shared can run on hostA and hostB because networks used by this job are shared.

Managing IBM Parallel Environment jobs through LSF

Modifying network scheduling options for Parallel Environment jobs

Use the bmod -network option to modify the network scheduling options for submitted IBM Parallel Environment (PE) jobs. The bmod -networkn option removes any network scheduling options for the PE job.

You cannot modify the network scheduling options for running jobs, even if LSB_MOD_ALL_JOBS=y is defined.

Network resource information (lsload -l)

If LSF_PE_NETWORK_NUM is set to a value greater than zero in lsf.conf, LSF collects network information for scheduling IBM Parallel Environment (PE) jobs. Two string resources are created for PE jobs:

pe_network

A host-based string resource that contains the network ID and the number of network windows available on the network.

pnsd

Set to Y if the PE network resource daemon **pnsd** responds successfully, or N if there is no response. PE jobs can only run on hosts with **pnsd** installed and running.

lsload -l displays the value of these two resources and shows network information for PE jobs. For example, the following **lsload** command displays network information for hostA and hostB, both of which have 2 networks available. Each network has 256 windows, and **pnsd** is responsive on both hosts. In this case, LSF_PE_NETWORK_NUM=2 should be set in lsf.conf:

```
lsload -l
HOST_NAME   status  r15s   r1m  r15m   ut    pg    io  ls    it   tmp   swp   mem   pnsd
pe_network
hostA               ok   1.0   0.1   0.2  10%   0.0     4  12     1   33G 4041M 2208M  Y
ID= 1111111,win=256;ID= 2222222,win=256
hostB               ok   1.0   0.1   0.2  10%   0.0     4  12     1   33G 4041M 2208M  Y
ID= 1111111,win=256;ID= 2222222,win=256
```

Use **bjobs -l** to displays network resource information for submitted PE jobs. For example:

```
bjobs -l
Job <2106>, User <user1>;, Project <default>;, Status <RUN>;, Queue <normal>, Co
                     mmand <my_pe_job>
Fri Jun  1 20:44:42: Submitted from host <hostA>, CWD <$HOME>, Requested Network
                      <protocol=mpi: mode=US: type=sn_all: instance=1: usage=dedicated>
```

If mode=IP is specified for the PE job, instance is not displayed.

Use **bacct -l** to display network resource allocations. For example:

```
bacct -l 210
Job <210>, User <user1>;, Project <default>, Status <DONE>. Queue <normal>,
                     Command <my_pe_job>
Tue Jul 17 06:10:28: Submitted from host <hostA>, CWD </home/pe_jobs>;
Tue Jul 17 06:10:31: Dispatched to <hostA>, Effective RES_REQ <select[type
                     == local] order[r15s:pg] rusage[mem=1.00] >, PE Network
                     ID <1111111>  <2222222> used <1> window(s)
                     per network per task;
Tue Jul 17 06:11:31: Completed <done>.
```

Use **bhist -l** to display historical information about network resource requirements and information about network allocations for PE jobs. For example:

```
bhist -l 749
Job <749>, User <user1>;, Project <default>, Command <my_pe_job>

Mon Jun  4 04:36:12: Submitted from host <hostB>, to Queue <
                     priority>, CWD <$HOME>, 2 Processors Requested, Network
                     <protocols=mpi:mode=US: type=sn_all: instance=1:usage= dedicated>;
Mon Jun  4 04:36:15: Dispatched to 2 Hosts/Processors <hostB>,
                     Effective RES_REQ <select[ty
                     pe == local] rusage[nt1=1.00] >, PE Network
                     ID <1111111>  <2222222> used <1> window(s)
                     per network per task;
Mon Jun  4 04:36:17: Starting (Pid 21006);
```

Use **bhosts -l** to display host-based network resource information for PE jobs. For example:

```
bhosts -l

...
PE NETWORK INFORMATION
NetworkID                       Status                      rsv_windows/total_windows
1111111                         ok                                 4/64
2222222                         closed_Dedicated                   4/64
```

`NetworkID` is the physical network ID returned by PE.

Network `Status` is one of the following:

- `ok` - normal status
- `closed_Full` - all network windows are reserved
- `closed_Dedicated` - a dedicated PE job is running on the network (`usage=dedicated` specified in the network resource requirement string)
- `unavail` - network information is not available

Using LSF with the Etnus TotalView Debugger

How LSF Works with TotalView

Platform LSF is integrated with Etnus TotalView® multiprocess debugger. You should already be familiar with using TotalView software and debugging parallel applications.

Debugging LSF jobs with TotalView

Etnus TotalView is a source-level and machine-level debugger for analyzing, debugging and tuning multiprocessor or multithreaded programs. LSF works with TotalView two ways:

- Use LSF to start TotalView together with your job

- Start TotalView separately, submit your job through LSF and attach the processes of your job to TotalView for debugging

Once your job is running and its processes are attached to TotalView, you can debug your program as you normally would.

Installing LSF for TotalView

`lsfinstall` installs the application-specific **esub** program `esub.tvpoe` for debugging POE jobs in TotalView. It behaves like `esub.poe` and runs the `poejob` script, but it also sets the appropriate TotalView options and environment variables for POE jobs.

`lsfinstall` also configures `hpc_ibm_tv` queue for debugging POE jobs in `lsb.queues`. The queue is not rerunnable, does not allow interactive batch jobs (**bsub -I**), and specifies the following **TERMINATE_WHEN** action:

```
TERMINATE_WHEN=LOAD PREEMPT WINDOW
```

`lsfinstall` installs the following application-specific **esub** programs to use TotalView with LSF:

- Configures hpc_linux_tv queue for debugging MPICH-GM jobs in `lsb.queues`. The queue is not rerunnable, does not allow interactive batch jobs (**bsub -I**), and specifies the following **TERMINATE_WHEN** action:

  ```
  TERMINATE_WHEN=LOAD PREEMPT WINDOW
  ```

- `esub.tvmpich_gm` for debugging MPICH-GM jobs in TotalView; behaves like `esub,mpich_gm`, but also sets the appropriate TotalView options and environment variables for MPICH-GM jobs, and sends the job to the `hpc_linux_tv` queue

Environment variables for TotalView

On the submission host, make sure that:

- The path to the TotalView binary is in your `$PATH` environment variable
- `$DISPLAY` is set to `console_name:0.0`

Setting TotalView preferences

Before running and debugging jobs with TotalView, you should set the following options in your $HOME/.preferences.tvd file:

- `dset ignore_control_c {false}` to allow TotalView to respond to <**CTRL-C**>
- `dset ask_on_dlopen {false}` to tell TotalView not to prompt about stopping processes that use the `dlopen` system call

Limitations

While your job is running and you are using TotalView to debug it, you cannot use LSF job control commands:

- **bchkpnt** and **bmig** are not supported.
- Default TotalView signal processing prevents **bstop** and **bresume** from suspending and resuming jobs, and **bkill** from terminating jobs.
- **brequeue** causes TotalView to display all jobs in error status. Click Go and the jobs will rerun.

- Load thresholds and host dispatch windows do not affect jobs running in TotalView.
- Preemption is not visible to TotalView.
- Rerunning jobs within TotalView is not supported.

Running Jobs for TotalView Debugging

Submitting jobs

You can submit jobs two ways:

- Start a job and TotalView together through LSF
- Start TotalView and attach the LSF job

You must set the path to the TotalView binary in the `$PATH` environment variable on the submission host, and the `$DISPLAY` environment variable to `console_name:0.0`.

Compiling your program for debugging

Before using submitting your job in LSF for debugging in TotalView, compile your source code with the `-g` compiler option. This option generates the appropriate debugging information in the symbol table.

Any multiprocess programs that call fork(), vfork(), or execve() should be linked to the `dbfork` library.

Starting a job and TotalView together through LSF

The following syntax applies when starting a job and TotalView together through LSF:

```
bsub -a tvapplication [bsub_options] mpirun.lsf job [job_options] [-tvopt
tv_options]
```

Where:

- `-a tvapplication` specifies the application you want to run through LSF and debug in TotalView.
- `-tvopt tv_options` specifies options to be passed to TotalView. Use any valid TotalView command option, except `-a` (LSF uses this option internally). See the TotalView Users Guide for information about TotalView command options and setting up parallel debugging sessions.

For example:

- To submit a POE job and run TotalView:

  ```
  % bsub -a tvpoe -n 2 mpirun.lsf myjob -tvopt -no_ask_on_dlopen
  ```

  The method name `tvpoe` uses the special **esub** for debugging POE jobs with TotalView (`LSF_SERVERDIR/esub.tvpoe`). `-no_ask_on_dlopen` is a TotalView option that tells TotalView not to prompt about stopping processes that use the dlopen system call.

Running TotalView and submitting a job with LSF-PE integration

You can submit jobs with LSF-PE integration running TotalView. Below are some examples:

- `% bsub -a tvpoe -n 2 mpirun.lsf myjob -tvopt -no_ask_on_dlopen`
- `% bsub -a tvpoe -n 2 poe myjob -tvopt -no_ask_on_dlopen`
- `% bsub -network "" -n 2 totalview -no_ask_on_dlopen poe -a myjob`

The above three **bsub** patterns are equivalent. For the latter two **bsub** examples above, the general patterns should be:

- `bsub -a tvpoe <other bsub options> poe <program> [program options] [poe options] [-tvopt [totalview options]]`

  For example:

  ```
  bsub -a tvpoe -n 2 poe myjob myjob_arg1 -euilib ip -tvopt
  -no_ask_on_dlopen
  ```

- `bsub -network <network options> <other bsub options> <totalview command line>`

  For example:

  ```
  bsub -network "mode=ip" -n 2 totalview -no_ask_on_dlopen poe -a myjob
  myjob_arg1 -euilib ip
  ```

Viewing source code while debugging

Use **View** > **Lookup Function** to view the source code of your application while debugging. Enter main in the **Name** field and click **OK**. TotalView finds the source code for the main() function and displays it in the Source Pane.

Controlling and Monitoring Jobs Being Debugged in TotalView

Controlling jobs

While your job is running and you are using TotalView to debug it, you cannot use LSF job control commands:

- **bchkpnt** and **bmig** are not supported.
- Default TotalView signal processing prevents **bstop** and **bresume** from suspending and resuming jobs, and **bkill** from terminating jobs.
- **brequeue** causes TotalView to display all jobs in error status. Click **Go** and the jobs will rerun.
- Job rerun within TotalView is not supported. Do not submit jobs for debugging to a rerunnable queue.

Chapter 9. Appendices

Submitting Jobs Using JSDL

The Job Submission Description Language (JSDL) provides a convenient format for describing job requirements. You can save a set of job requirements in a JSDL XML file, and then reuse that file as needed to submit jobs to LSF.

For detailed information about JSDL, see the "Job Submission Description Language (JSDL) Specification" at `http://www.gridforum.org/documents/GFD.56.pdf`.

Use JSDL files with LSF

LSF complies with the JSDL specification by supporting most valid JSDL elements and POSIX extensions. The LSF extension schema allows you to use LSF features not included in the JSDL standard schema.

The following sections describe how LSF supports the use of JSDL files for job submission.

Where to find the JSDL schema files

The JSDL schema (`jsdl.xsd`), the POSIX extension (`jsdl-posix.xsd`), and the LSF extension (`jsdl-lsf.xsd`) are located in the `LSF_LIBDIR` directory.

Supported JSDL and POSIX extension elements

The following table maps the supported JSDL standard and POSIX extension elements to LSF submission options.

Note:

For information about how to specify JSDL element types such as range values, see the "Job Submission Description Language (JSDL) Specification" at http://www.gridforum.org/documents/GFD.56.pdf.

Table 5. Supported JSDL and POSIX extension elements

Element	bsub Option	Description	Example
Job Structure Elements			
JobDefinition	N/A	Root element of the JSDL document. Contains the mandatory child element JobDescription.	`<JobDefinition> <JobDescription> ... </JobDescription> </JobDefinition>`
JobDescription	-P	High-level container element that holds more specific description elements.	
Job Identity Elements			
JobName	-J	String used to name the job.	`<jsdl:JobName>myjob</jsdl:JobName>`

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Table 5. Supported JSDL and POSIX extension elements (continued)

Element	bsub Option	Description	Example
JobProject	-P	String that specifies the project to which the job belongs.	`<jsdl:JobProject> myproject </jsdl:JobProject>`
Application Elements			
Application	N/A	High-level container element that holds more specific application definition elements.	
ApplicationName	-app	String that defines the name of an application profile defined in `lsb.applications`.	`<jsdl:Application> <jsdl:ApplicationName>ApplicationX </jsdl:ApplicationName> </jsdl:Application>`
ApplicationVersion	-app	String that defines the version of the application defined in `lsb.applications`.	`<jsdl:Application> <jsdl:ApplicationName> ApplicationX</jsdl:ApplicationName> <jsdl:ApplicationVersion>5.5 </jsdl:ApplicationVersion> ... </jsdl:Application>`
Resource Elements			
CandidateHosts	-m	Complex type element that specifies the set of named hosts that can be selected to run the job.	`<jsdl:CandidateHosts> <jsdl:HostName>host1 </jsdl:HostName> <jsdl:HostName>host2 </jsdl:HostName> </jsdl:CandidateHosts>`
HostName	-m	Contains a single name of a host or host group. See the previous example (CandidateHosts).	
ExclusiveExecution	-x	Boolean that designates whether the job must have exclusive access to the resources it uses.	`<jsdl:ExclusiveExecution>true </jsdl:ExclusiveExecution>`
OperatingSystemName	-R	A token type that contains the operating system name. LSF uses the external resource "osname."	`<jsdl:OperatingSystemName>LINUX </jsdl:OperatingSystemName>`
OperatingSystemVersion	-R	A token type that contains the operating system version. LSF uses the external resource "osver."	`<jsdl:OperatingSystemVersion>5.7 </jsdl:OperatingSystemVersion>`
CPUArchitectureName	-R	Token that specifies the CPU architecture required by the job in the execution environment. LSF uses the external resource "cpuarch."	`<jsdl:CPUArchitectureName>sparc </jsdl:CPUArchitectureName>`

Table 5. Supported JSDL and POSIX extension elements (continued)

Element	bsub Option	Description	Example
IndividualCPUSpeed	-R	Range value that specifies the speed of each CPU required by the job in the execution environment, in Hertz (Hz). LSF uses the external resource "cpuspeed."	`<jsdl:IndividualCPUSpeed> <jsdl:LowerBoundedRange> 1073741824.0 </jsdl: LowerBoundedRange> </jsdl:IndividualCPUSpeed>`
IndividualCPUCount	-n	Range value that specifies the number of CPUs for each resource.	`<jsdl:IndividualCPUCount> <jsdl:exact>2.0</jsdl:exact> </jsdl:IndividualCPUCount>`
IndividualPhysicalMemory	-R	Range value that specifies the amount of physical memory required on each resource, in bytes.	`<jsdl:IndividualPhysicalMemory> <jsdl:LowerBoundedRange> 1073741824.0 </jsdl: LowerBoundedRange> </jsdl:IndividualPhysicalMemory>`
IndividualVirtualMemory	-R	Range value that specifies the amount of virtual memory required for each resource, in bytes.	`<jsdl:IndividualVirtualMemory> <jsdl:LowerBoundedRange> 1073741824.0 </jsdl:LowerBoundedRange> </jsdl:IndividualVirtualMemory>`
IndividualNetworkBandwidth	-R	Range value that specifies the bandwidth requirements of each resource, in bits per second (bps). LSF uses the external resource "bandwidth."	`<jsdl:IndividualNetworkBandwidth> <jsdl:LowerBoundedRange> 104857600.0 </jsdl: LowerBoundedRange> </jsdl:IndividualNetwork Bandwidth>`
TotalCPUCount	-n	Range value that specifies the total number of CPUs required for the job.	`<jsdl:TotalCPUCount><jsdl: exact>2.0 </jsdl:exact></jsdl: TotalCPUCount>`
TotalPhysicalMemory	-R	Range value that specifies the required amount of physical memory for all resources for the job, in bytes.	`<jsdl:TotalPhysicalMemory> <jsdl:LowerBoundedRange> 10737418240.0 </jsdl: LowerBoundedRange> </jsdl:TotalPhysicalMemory>`
TotalVirtualMemory	-R	Range value that specifies the required amount of virtual memory for the job, in bytes.	`<jsdl:TotalVirtualMemory> <jsdl:LowerBoundedRange> 1073741824.0 </jsdl: LowerBoundedRange> </jsdl:TotalVirtualMemory>`
TotalResourceCount	-n	Range value that specifies the total number of resources required by the job.	`<jsdl:Resources>... <jsdl:TotalResourceCount> <jsdl:exact>5.0</jsdl:exact> </jsdl:TotalResourceCount>`
Data Staging Elements			

Table 5. Supported JSDL and POSIX extension elements (continued)

Element	bsub Option	Description	Example
FileName	-f	String that specifies the local name of the file or directory on the execution host. For a directory, you must specify the relative path.	`<jsdl:DataStaging><jsdl:FileName> job1/input/control.txt </jsdl:FileName> ...</jsdl:DataStaging>`
CreationFlag	-f	Specifies whether the file created on the local execution system overwrites or append to an existing file.	`<jsdl:DataStaging> <jsdl: CreationFlag> overwrite </jsdl:CreationFlag> ... </jsdl:DataStaging>`
Source	N/A	Contains the location of the file or directory on the remote system. In LSF, the file location is specified by the URI element. The file is staged in before the job is executed. See the example for the Target element.	
URI	-f	Specifies the location used to stage in (Source) or stage out (Target) a file. For use with LSF, the URI must be a file path only, without a protocol.	
Target	N/A	Contains the location of the file or directory on the remote system. In LSF, the file location is specified by the URI element. The file is staged out after the job is executed.	`<jsdl:DataStaging><jsdl:Source> <jsdl:URI> //input/myjobs/ control.txt </jsdl:URI> </jsdl:Source> <jsdl:Target> <jsdl:URI> //output/myjobs/control.txt </jsdl:URI></jsdl:Target> ...</jsdl:DataStaging>`
POSIX Extension Elements			
Executable	N/A	String that specifies the command to execute.	`<jsdl-posix:Executable>myscript </jsdl-posix:Executable>`
Argument	N/A	Constrained normalized string that specifies an argument for the application or command.	`<jsdl-posix:Argument>10 </jsdl-posix:Argument>`
Input	-i	String that specifies the Standard Input for the command.	`...<jsdl-posix:Input>input.txt </jsdl-posix:Input>...`
Output	-o	String that specifies the Standard Output for the command.	`...<jsdl-posix:Output>output.txt </jsdl-posix:Output>...`
Error	-e	String that specifies the Standard Error for the command.	`...<jsdl-posix:Error>error.txt </jsdl-posix:Error>...`

Table 5. Supported JSDL and POSIX extension elements (continued)

Element	bsub Option	Description	Example
WorkingDirectory	N/A	String that specifies the starting directory required for job execution. If no directory is specified, LSF sets the starting directory on the execution host to the current working directory on the submission host. If the current working directory is not accessible on the execution host, LSF runs the job in the /tmp directory on the execution host.	...<jsdl-posix: WorkingDirectory> ./home</jsdl-posix:WorkingDirectory> ..
Environment	N/A	Specifies the name and value of an environment variable defined for the job in the execution environment. LSF maps the JSDL element definitions to the matching LSF environment variables.	<jsdl-posix:Environment name="SHELL"> /bin/bash</jsdl-posix:Environment>
WallTimeLimit	-W	Positive integer that specifies the soft limit on the duration of the application's execution, in seconds.	<jsdl-posix:WallTimeLimit>60 </jsdl-posix:WallTimeLimit>
FileSizeLimit	-F	Positive integer that specifies the maximum size of any file associated with the job, in bytes.	<jsdl-posix:FileSizeLimit> 1073741824 </jsdl-posix: FileSizeLimit>
CoreDumpLimit	-C	Positive integer that specifies the maximum size of core dumps a job may create, in bytes.	<jsdl-posix:CoreDumpLimit>0 </jsdl-posix:CoreDumpLimit>
DataSegmentLimit	-D	Positive integer that specifies the maximum data segment size, in bytes.	<jsdl-posix:DataSegmentLimit> 32768 </jsdl-posix:DataSegmentLimit>
MemoryLimit	-M	Positive integer that specifies the maximum amount of physical memory that the job can use during execution, in bytes.	<jsdl-posix:MemoryLimit> 67108864 </jsdl-posix:MemoryLimit>
StackSizeLimit	-S	Positive integer that specifies the maximum size of the execution stack for the job, in bytes.	<jsdl-posix:StackSizeLimit> 1048576 </jsdl-posix:StackSizeLimit>

Table 5. Supported JSDL and POSIX extension elements (continued)

Element	bsub Option	Description	Example
CPUTimeLimit	-c	Positive integer that specifies the number of CPU time seconds a job can consume before a SIGXCPU signal is sent to the job.	`<jsdl-posix:CPUTimeLimit>30 </jsdl-posix:CPUTimeLimit>`
ProcessCountLimit	-p	Positive integer that specifies the maximum number of processes the job can spawn.	`<jsdl-posix:ProcessCountLimit>8 </jsdl-posix:ProcessCountLimit>`
VirtualMemoryLimit	-v	Positive integer that specifies the maximum amount of virtual memory the job can allocate, in bytes.	`<jsdl-posix:VirtualMemoryLimit> 134217728 </jsdl-posix:VirtualMemoryLimit>`
ThreadCountLimit	-T	Positive integer that specifies the number of threads the job can create.	`<jsdl-posix:ThreadCountLimit>8 </jsdl-posix:VirtualMemoryLimit>`

LSF extension elements

To use all available LSF features, add the elements described in the following table to your JSDL file.

Table 6. LSF extension elements

Element	bsub Option	Description

SchedulerParams	N/A	Complex type element that specifies various scheduling parameters (starting with Queue and ending with JobGroup).
		`<jsdl-lsf:SchedulerParams>`
		`<jsdl-lsf:ResourceRequirements>`
		`"select[swp>15 && hpux] order[ut]"`
		`</jsdl-lsf:ResourceRequirements>`
		`<jsdl-lsf:Start>12:06:09:55`
		`</jsdl-lsf:Start>`
		`<jsdl-lsf:Deadline>8:22:15:50`
		`</jsdl-lsf:Deadline>`
		`<jsdl-lsf:ReservationID>"user1#0"`
		`</jsdl-lsf:ReservationID>`
		`<jsdl-lsf:Dependencies>'done myjob1'`
		`</jsdl-lsf:Dependencies>`
		`<jsdl-lsf:Rerunnable>true`
		`</jsdl-lsf:Rerunnable>`
		`<jsdl-lsf:UserPriority>3`
		`</jsdl-lsf:UserPriority>`
		`<jsdl-lsf:ServiceClass>platinum`
		`</jsdl-lsf:ServiceClass>`
		`<jsdl-lsf:Group>sysadmin</jsdl-lsf:Group>`
		`<jsdl-lsf:ExternalScheduler>pset`
		`</jsdl-lsf:ExternalScheduler>`
		`<jsdl-lsf:Hold>true </jsdl-lsf:Hold>`
		`<jsdl-lsf:JobGroup>/risk_group/portfolio1`
		`/current`
		`</jsdl-lsf:JobGroup>`
		`</jsdl-lsf:SchedulerParams>`

Queue	-q	String that specifies the queue in which the job runs.
ResourceRequirements	-R	String that specifies one or more resource requirements of the job. Multiple rusage sections are not supported.
Start	-b	String that specifies the earliest time that the job can start.
Deadline	-t	String that specifies the job termination deadline.
ReservationID	-U	String that specifies the reservation ID returned when you use **brsvadd** to add a reservation.
Dependencies	-w	String that specifies a dependency expression. LSF does not run your job unless the dependency expression evaluates to TRUE.
Rerunnable	-r	Boolean value that specifies whether to reschedule a job on another host if the execution host becomes unavailable while the job is running.

Table 6. LSF extension elements (continued)

Element	bsub Option	Description
UserPriority	-sp	Positive integer that specifies the user-assigned job priority. This allows users to order their own jobs within a queue.
ServiceClass	-sla	String that specifies the service class where the job is to run.
Group	-G	String that associates the job with the specified group for fairshare scheduling.
ExternalScheduler	-ext [sched]	String used to set application-specific external scheduling options for the job.
Hold	-H	Boolean value that tells LSF to hold the job in the PSUSP state when the job is submitted. The job is not scheduled until you tell the system to resume the job.
JobGroup	-g	String that specifies the job group to which the job is submitted.

NotificationParams	N/A	Complex type element that tells LSF when and where to send notification email for a job. See the following example:
		`<jsdl-lsf:NotificationParams>`
		`<jsdl-lsf:NotifyAtStart>`
		`true</jsdl-lsf:NotifyAtStart>`
		`<jsdl-lsf:NotifyAtFinish>`
		`true</jsdl-lsf:NotifyAtFinish>`
		`<jsdl-lsf:NotificationEmail>`
		`-u user10</jsdl-lsf:NotificationEmail>`
		`</jsdl-lsf:NotificationParams>`

NotifyAtStart	-B	Boolean value that tells LSF to notify the user who submitted the job that the job has started.
NotifyAtFinish	-N	Boolean value that tells LSF to notify the user who submitted the job that the job has finished.
NotificationEmail	-u	String that specifies the user who receives notification emails.

Table 6. LSF extension elements (continued)

Element	bsub Option	Description
RuntimeParams	N/A	Complex type element that contains values for LSF runtime parameters. `<jsdl-lsf:RuntimeParams> <jsdl-lsf:Interactive>I</jsdl-lsf:Interactive> <jsdl-lsf:Block>true </jsdl-lsf:Block><jsdl-lsf:PreExec>myscript </jsdl-lsf:PreExec><jsdl-lsf:Checkpoint> myjobs/checkpointdir</jsdl-lsf:Checkpoint> <jsdl-lsf:LoginShell>/csh</jsdl-lsf:LoginShell> <jsdl-lsf:SignalJob> 18</jsdl-lsf:SignalJob> <jsdl-lsf:WarningAction> 'URG'</jsdl-lsf:WarningAction> <jsdl-lsf:WarningTime> '2'</jsdl-lsf:WarningTime> <jsdl-lsf:SpoolCommand>true </jsdl-lsf:SpoolCommand> <jsdl-lsf:Checkpoint></jsdl-lsf:RuntimeParams>`
Interactive	-I[s | p]	String that specifies an interactive job with a defined pseudo-terminal mode.
Block	-K	Boolean value that tells LSF to complete the submitted job before allowing the user to submit another job.
PreExec	-E	String that specifies a pre-exec command to run on the batch job's execution host before actually running the job. For a parallel job, the pre-exec command runs on the first host selected for the parallel job.
Checkpoint	-k	String that makes a job checkpointable and specifies the checkpoint directory.
LoginShell	-L	For UNIX jobs, string that tells LSF to initialize the execution environment using the specified login shell.
SignalJob	-s	String that specifies the signal to send when a queue-level run window closes. Use this to override the default signal that suspends jobs running in the queue.
WarningAction	-wa	String that specifies the job action prior to the job control action. Requires that you also specify the job action warning time.
WarningTime	-wt	Positive integer that specifies the amount of time prior to a job control action that the job warning action should occur.

Table 6. LSF extension elements (continued)

Element	bsub Option	Description
SpoolCommand	-is	Boolean value that spools a job command file to the directory specified by JOB_SPOOL_DIR, and uses the spooled file as the command file for the job.

Unsupported JSDL and POSIX extension elements

The current version of LSF does not support the following elements:

Job structure elements

- Description

Job identity elements

- JobAnnotation

Resource elements

- FileSystem
- MountPoint
- MountSource
- DiskSpace
- FileSystemType
- OperatingSystemType
- IndividualCPUTime
- IndividualDiskSpace
- TotalCPUTime
- TotalDiskSpace

Data staging elements

- FileSystemName
- DeleteOnTermination

POSIX extension elements

- LockedMemoryLimit
- OpenDescriptorsLimit
- PipeSizeLimit
- UserName
- GroupName

Submit a job using a JSDL file

To submit a job using a JSDL file, use one of the following **bsub** command options:

1. To submit a job that uses elements included in the LSF extension, use the `-jsdl` option.
2. To submit a job that uses only standard JSDL elements and POSIX extensions, use the `-jsdl_strict` option. Error messages indicate invalid elements, including:
   - Elements that are not part of the JSDL specification
   - Valid JSDL elements that are not supported in this version of LSF

- Elements that are not part of the JSDL standard and POSIX extension schema

If you specify duplicate or conflicting job submission parameters, LSF resolves the conflict by applying the following rules:

- The parameters specified in the command line override all other parameters.
- A job script or user input for an interactive job overrides parameters specified in the JSDL file.

Collect resource values using elim.jsdl

To support the use of JSDL files at job submission, LSF collects the following load indices:

Attribute name	Attribute type	Resource name
OperatingSystemName	string	osname
OperatingSystemVersion	string	osver
CPUArchitectureName	string	cpuarch
IndividualCPUSpeed	int64	cpuspeed
IndividualNetworkBandwidth	int64	bandwidth(This is the maximum bandwidth).

The file `elim.jsdl` is automatically configured to collect these resources, but you must enable its use by modifying the files `lsf.cluster.`*`cluster_name`* and `lsf.shared`.

Enable JSDL resource collection

1. In the file `lsf.cluster.`*`cluster_name`*, locate the ResourcesMap section.
2. In the file `lsf.shared`, locate the Resource section.
3. Uncomment the lines for the following resources in both files:
   - osname
   - osver
   - cpuarch
   - cpuspeed
   - bandwidth
4. To propagate the changes through the LSF system, run the following commands.
   a. **`lsadmin reconfig`**
   b. **`badmin mbdrestart`**

   You have now configured LSF to use the `elim.jsdl` file to collect JSDL resources.

Using lstch

This chapter describes **`lstcsh`**, an extended version of the **`tcsh`** command interpreter. The **`lstcsh`** interpreter provides transparent load sharing of user jobs.

This chapter is not a general description of the **`tcsh`** shell. Only load sharing features are described in detail.

Interactive tasks, including **lstcsh**, are not supported on Windows.

About lstcsh

The **lstcsh** shell is a load-sharing version of the **tcsh** command interpreter. It is compatible with **csh** and supports many useful extensions. **csh** and **tcsh** users can use **lstcsh** to send jobs to other hosts in the cluster without needing to learn any new commands. You can run **lstcsh** from the command-line, or use the **chsh** command to set it as your login shell.

With **lstcsh**, your commands are sent transparently for execution on faster hosts to improve response time or you can run commands on remote hosts explicitly.

lstcsh provides a high degree of network transparency. Command lines executed on remote hosts behave the same as they do on the local host. The remote execution environment is designed to mirror the local one as closely as possible by using the same values for environment variables, terminal setup, current working directory, file creation mask, and so on. Each modification to the local set of environment variables is automatically reflected on remote hosts. Note that shell variables, the nice value, and resource usage limits are not automatically propagated to remote hosts.

For more details on **lstcsh**, see the `lstcsh(1)` man page.

Task Lists

LSF maintains two task lists for each user, a local list (`.lsftask`) and a remote list (`lsf.task`). Commands in the local list must be executed locally. Commands in the remote list can be executed remotely.

See the *LSF Configuration Reference* for information about the `.lsftask` and `lsf.task` files.

Resource requirements for specific commands can be configured using task lists. You can optionally associate resource requirements with each command in the remote list to help LSF find a suitable execution host for the command.

If there are multiple eligible commands on a command-line, their resource requirements are combined for host selection.

If a command is in neither list, you can choose how **lstcsh** handles the command.

Change task list membership

Use the LSF commands **lsltasks** and **lsrtasks** to inspect and change the memberships of local and remote task lists.

Local and remote modes

lstcsh has two modes of operation:

- Local
- Remote

Local mode

The local mode is the default mode. In local mode, a command line is eligible for remote execution only if all of the commands on the line are present in the remote task list, or if the `@` character is specified on the command-line to force it to be eligible.

Local mode is conservative and can fail to take advantage of the performance benefits and load-balancing advantages of LSF.

Remote mode

In remote mode, a command line is considered eligible for remote execution if none of the commands on the line is in the local task list.

Remote mode is aggressive and makes more extensive use of LSF. However, remote mode can cause inconvenience when **lstcsh** attempts to send host-specific commands to other hosts.

Automatic Remote Execution

Every time you enter a command, **lstcsh** looks in your task lists to determine whether the command can be executed on a remote host and to find the configured resource requirements for the command.

See the *LSF Configuration Reference* for information about task lists and `lsf.task` file.

If the command can be executed on a remote host, **lstcsh** contacts LIM to find the best available host.

The first time a command is run on a remote host, a server shell is started on that host. The command is sent to the server shell, and the server shell starts the command on the remote host. All commands sent to the same host use the same server shell, so the start-up overhead is only incurred once.

If no host is found that meets the resource requirements of your command, the command is run on the local host.

Differences from other shells

When a command is running in the foreground on a remote host, all keyboard input (type-ahead) is sent to the remote host. If the remote command does not read the input, it is lost.

lstcsh has no way of knowing whether the remote command reads its standard input. The only way to provide any input to the command is to send everything available on the standard input to the remote command in case the remote command needs it. As a result, any type-ahead entered while a remote command is running in the foreground, and not read by the remote command, is lost.

@ character

The `@` character has a special meaning when it is preceded by white space. This means that the `@` must be escaped with a backslash `\` to run commands with arguments that start with `@`, like `finger`. This is an example of using **finger** to get a list of users on another host:

```
finger @other.domain
```

Normally the **finger** command attempts to contact the named host. Under **lstcsh**, the `@` character is interpreted as a request for remote execution, so the shell tries to contact the RES on the host *other.domain* to remotely execute the **finger** command. If this host is not in your LSF cluster, the command fails. When the `@` character is escaped, it is passed to `finger` unchanged and **finger** behaves as expected.

```
finger \@hostB
```

Limitations

A shell is a very complicated application by itself. **lstcsh** has certain limitations:

Native language system

Native Language System is not supported. To use this feature of the **tcsh**, you must compile **tcsh** with SHORT_STRINGS defined. This causes complications for characters flowing across machines.

Shell variables

Shell variables are not propagated across machines. When you set a shell variable locally, then run a command remotely, the remote shell will not see that shell variable. Only environment variables are automatically propagated.

fg command

The **fg** command for remote jobs must use **@**.

tcsh version

lstcsh is based on **tcsh 6.03** (7 bit mode). It does not support the new features of the latest **tcsh**.

Start lstcsh

If you normally use some other shell, you can start **lstcsh** from the command-line.

Make sure that the LSF commands are in your PATH environment variable, then enter:
`lstcsh`
If you have a `.cshrc` file in your home directory, **lstcsh** reads it to set variables and aliases.

Exit lstcsh

Use the **exit** command to get out of **lstcsh**.

Use lstcsh as your login shell

If your system administrator allows, you can use LSF as your login shell. The `/etc/shells` file contains a list of all the shells you are allowed to use as your login shell.

Use chsh

The **chsh** command can set your login shell to any of those shells. If the `/etc/shells` file does not exist, you cannot set your login shell to **lstcsh**.

Run the command:

```
chsh user3 -s /usr/share/lsf/bin/lstcsh
```

The next time `user3` logs in, the login shell will be **lstcsh**.

Use a standard system shell

if you cannot set your login shell using **chsh**, you can use one of the standard system shells to start **lstcsh** when you log in.

To set up **lstcsh** to start when you log in:

1. Use **chsh** to set `/bin/sh` to be your login shell.
2. Edit the `.profile` file in your home directory to start **lstcsh**, as shown below:

```
SHELL=/usr/share/lsf/bin/lstcsh
export SHELL
exec $SHELL -l
```

Host redirection

Host redirection overrides the task lists, so you can force commands from your local task list to execute on a remote host or override the resource requirements for a command.

You can explicitly specify the eligibility of a command-line for remote execution using the `@` character. It may be anywhere in the command line except in the first position (`@` as the first character on the line is used to set the value of shell variables).

You can restrict who can use `@` for host redirection in **lstcsh** with the parameter LSF_SHELL_AT_USERS in `lsf.conf`. See the *LSF Configuration Reference* for more details.

Examples

```
hostname @hostD
<< remote execution on hostD >>
hostD
hostname @/type==linux
<< remote execution on hostB >>
hostB
```

@ character

`@`	`@` followed by nothing means that the command line is eligible for remote execution.
`@`*host_name*	`@` followed by a host name forces the command line to be executed on that host.
`@local`	`@` followed by the reserved word local forces the command line to be executed on the local host only.

@/res_req	@ followed by / and a resource requirement string means that the command is eligible for remote execution and that the specified resource requirements must be used instead of those in the remote task list.

For ease of use, the host names and the reserved word local following @ can all be abbreviated as long as they do not cause ambiguity.

Similarly, when specifying resource requirements following the @, it is necessary to use / only if the first requirement characters specified are also the first characters of a host name. You do not have to type in resource requirements for each command line you type if you put these task names into remote task list together with their resource requirements by running **lsrtasks**.

Task control

Task control in **lstcsh** is the same as in **tcsh** except for remote background tasks. **lstcsh** numbers shell tasks separately for each execution host.

jobs command

The output of the built-in command jobs lists background tasks together with their execution hosts. This break of transparency is intentional to give you more control over your background tasks.

```
sleep 30 @hostD &
<< remote execution on hostD >>
[1] 27568
sleep 40 @hostD &
<< remote execution on hostD >>
[2] 10280
sleep 60 @hostB &
<< remote execution on hostB >>
[1] 3748
jobs
<hostD>
[1]  + Running                 sleep 30
[2]    Running                 sleep 40
<hostB>
[1]  + Running                 sleep 60
```

Bring a remote background task to the foreground

To bring a remote background task to the foreground, the host name must be specified together with @, as in the following example:

```
fg %2 @hostD
<< remote execution on hostD >> sleep 40
```

Built-in commands

lstcsh supports two built-in commands to control load sharing, **lsmode** and **connect**.

lsmode

Syntax

```
lsmode [on|off] [local|remote] [e|-e] [v|-v] [t|-t]
```

Description

The **lsmode** command reports that LSF is enabled if **lstcsh** was able to contact LIM when it started up. If LSF is disabled, no load-sharing features are available.

The **lsmode** command takes a number of arguments that control how **lstcsh** behaves.

With no arguments, **lsmode** displays the current settings:

```
lsmode
 lsmode
IBM Platform LSF 9.1.3.0 build 213132, Feb 23 2013
Copyright International Business Machines Corp, 1992-2013.
US Government Users Restricted Rights - Use, duplication or disclosure restricted by GSA ADP Sched

  binary type: linux2.6-glibc2.3-x86_64
LSF enabled, local mode, LSF on, verbose, no_eligibility_verbose, notiming.
```

Options

[on | off]

Turns load sharing on or off. When turned off, you can send a command line to a remote host only if force eligibility is specified with @.

The default is on.

[local | remote]

Sets **lstcsh** to use local or remote mode.

The default is local.

[e | -e]

Turns eligibility verbose mode on (e) or off (-e). If eligibility verbose mode is on, **lstcsh** shows whether the command is eligible for remote execution, and displays the resource requirement used if the command is eligible.

The default is off.

[v | -v]

Turns task placement verbose mode on (v) or off (-v). If verbose mode is on, **lstcsh** displays the name of the host on which the command is run, if the command is not run on the local host. The default is on.

[t | -t]

Turns wall-clock timing on (t) or off (-t).

If timing is on, the actual response time of the command is displayed. This is the total elapsed time in seconds from the time you submit the command to the time the prompt comes back.

This time includes all remote execution overhead. The **csh** time built-in does not include the remote execution overhead.

This is an impartial way of comparing the response time of jobs submitted locally or remotely, because all the load sharing overhead is included in the displayed elapsed time.

The default is off.

connect

Syntax

`connect [host_name]`

Description

lstcsh opens a connection to a remote host when the first command is executed remotely on that host. The same connection is used for all future remote executions on that host.

The **connect** command with no argument displays connections that are currently open.

The `connect host_name` command creates a connection to the named host. By connecting to a host before any command is run, the response time is reduced for the first remote command sent to that host.

lstcsh has a limited number of ports available to connect to other hosts. By default each shell can only connect to 15 other hosts.

Examples

```
connect
CONNECTED WITH              SERVER SHELL
hostA                       +
connect hostB
Connected to hostB
connect
CONNECTED WITH              SERVER SHELL
hostA                       +
hostB                       -
```

In this example, the **connect** command created a connection to host `hostB`, but the server shell has not started.

Shell scripts in lstcsh

You should write shell scripts in `/bin/sh` and use the **lstools** commands for load sharing. However, **lstcsh** can be used to write load-sharing shell scripts.

By default, an **lstcsh** script is executed as a normal `tcsh` script with load-sharing disabled.

Run a script with load sharing enabled

The **lstcsh -L** option tells **lstcsh** that a script should be executed with load sharing enabled, so individual commands in the script may be executed on other hosts.

There are three different ways to run an **lstcsh** script with load sharing enabled:

- Run **lstcsh -L** `script_name`, or
- Make the script executable and put the following as the first line of the script. By default, `lstcsh` is installed in LSF_BINDIR.

The following assumes you installed **lstcsh** in the /usr/share/lsf/bin directory):

```
#!/usr/share/lsf/bin/lstcsh -L
```

1. Start an interactive **lstcsh**.
2. Enable load sharing, and set to remote mode:

   ```
   lsmode on remote
   ```
3. Use the **source** command to read the script in.

Using Session Scheduler

About IBM Platform Session Scheduler

While traditional LSF job submission, scheduling, and dispatch methods such as job arrays or job chunking are well suited to a mix of long and short running jobs, or jobs with dependencies on each other, Session Scheduler is ideal for large volumes of independent jobs with short run times.

As clusters grow and the volume of workload increases, the need to delegate scheduling decisions increases. Session Scheduler improves throughput and performance of the LSF scheduler by enabling multiple tasks to be submitted as a single LSF job.

Session Scheduler implements a hierarchal, personal scheduling paradigm that provides very low-latency execution. With very low latency per job, Session Scheduler is ideal for executing very short jobs, whether they are a list of tasks, or job arrays with parametric execution.

The Session Scheduler provides users with the ability to run large collections of short duration tasks within the allocation of an LSF job using a job-level task scheduler that allocate resources for the job once, and reuses the allocated resources for each task.

Each Session Scheduler is dynamically scheduled in a similar manner to a parallel job. Each instance of the **ssched** command then manages its own workload within its assigned allocation. Work is submitted as a task array or a task definition file.

Session Scheduler satisfies the following goals for running a large volume of short jobs:

- Minimize the latency when scheduling short jobs
- Improve overall cluster utilization and system performance
- Allocate resources according to LSF policies
- Support existing LSF pre-execution, post-execution programs, job starters, resources limits, etc.
- Handle thousands of users and more than 50000 short jobs per user

Session Scheduler system requirements

Supported operating systems

Session Scheduler is delivered in the following distribution:

- lsf9.1.3_ssched_lnx26-libc23-x64.tar.Z

Required libraries

Note: These libraries may not be installed by default by all Linux distributions.

On Linux 2.6 (x86_64), the following external libraries are required:

- `libstdc++.so.5`
- `libpthread-2.3.4.so` or later

Compatible Linux distributions

Certified compatible distributions include:

- Red Hat Enterprise Linux AS 3 or later
- SUSE Linux Enterprise Server 10

Platform LSF

Session Scheduler is included with Platform LSF Advanced Edition and is available as an add-on for other editions of Platform LSF:

- If you are using Platform LSF Advanced Edition, download the Session Scheduler distribution package from the same download page as the Platform LSF Advanced Edition distribution packages.
- If you are using other editions of Platform LSF, purchase Session Scheduler as a separate add-on, then download the distribution package from the Session Scheduler download page.

Session Scheduler terminology

Job

A traditional LSF job that is individually scheduled and dispatched to **sbatchd** by **mbatchd** and **mbschd**

Task

Similar to a job, a unit of workload that describes an executable and its environment that runs on an execution node. Tasks are managed and dispatched by the Session Scheduler.

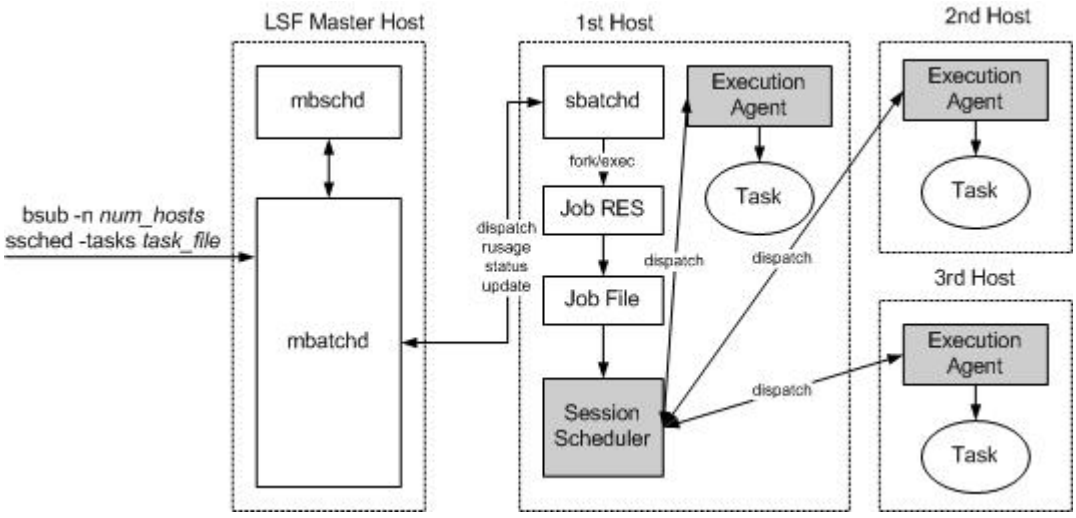
Job Session

An LSF job that is individually scheduled by **mbatchd**, but is not dispatched as an LSF job. Instead, a running Session Scheduler job session represents an allocation of nodes for running large collections of tasks

Scheduler

The component that accepts and dispatches tasks within the nodes allocated for a job session.

Session Scheduler architecture



Session Scheduler jobs are submitted, scheduled, and dispatched like normal LSF jobs.

When the Session Scheduler begins running, it starts a Session Scheduler execution agent on each host in its allocation.

The Session Scheduler then reads in the task definition file, which contains a list of tasks to run. Tasks are sent to an execution agent and run. When a task finishes, the next task in the list is dispatched to the available host. This continues until all tasks have been run.

Tasks submitted through Session Scheduler bypass the LSF **mbatchd** and **mbschd**. The LSF **mbatchd** is unaware of individual tasks.

Session Scheduler components

Session Scheduler comprises the following components.

Session Scheduler command (ssched)

The **ssched** command accepts and dispatches tasks within the nodes allocated for a job session. It reads the task definition file and sends tasks to the execution agents. **ssched** also logs errors, performs task accounting, and requeues tasks as necessary.

sservice and sschild

These components are the execution agents. They run on each remote host in the allocation. They set up the task execution environment, run the tasks, and enable task monitoring and resource usage collection.

Session Scheduler performance

Session Scheduler has been tested to support up to 50,000 tasks. Based on performance tests, the best maximum allocation size (specified by **bsub -n**) depends on the average runtime of the tasks. Here are some typical results:

Average Runtime (seconds)	Recommended maximum allocation size (slots)
0	12
5	64

Average Runtime (seconds)	Recommended maximum allocation size (slots)
15	256
30	512

Install Session Scheduler

There are two ways of installing Session Scheduler.

- Install Session Scheduler and LSF together
  1. Copy the Session Scheduler distribution file into the same location as the LSF distribution files.
  2. Edit the `install.config` file.
  3. Set **LSF_TARDIR** to the location where you put the Session Scheduler and LSF distribution files and save your changes.
  4. Run **lsfinstall -f install.config** to install LSF and Session Scheduler together.

     When asked if you want to install Session Scheduler, follow the prompts to install it.
- Install Session Scheduler after LSF is already installed
  1. Edit the `install.config` file.
  2. Set **LSF_TARDIR** to the location where you put the Session Scheduler distribution file and save your changes.
  3. Run **lsfinstall -f install.config** to install Session Scheduler.

     When asked if you want to install Session Scheduler, follow the prompts to install it. You can also use the unattended install for Session Scheduler.

The unattended install is supported for Session Scheduler.

How Session Scheduler Runs Tasks

Once a Session Scheduler session job has been dispatched and starts running, Session Scheduler parses the task definition file specified on the **ssched** command. Each line of the task definition file is one task. Tasks run on the hosts in the allocation in any order. Dependencies between tasks are not supported.

Session Scheduler status is posted to the Session Scheduler session job through the LSF **bpost** command. Use **bread** or **bjobs -l** to view Session Scheduler status. The status includes the current number of pending, running and completed tasks. LSF administrators can configure how often the status is updated.

When all tasks are completed, the Session Scheduler exits normally.

ssched runs under the submission user account. Any processes it creates, either locally or remotely, also run under the submission user account. Session Scheduler does not require any privileges beyond those normally granted a user.

Session Scheduler job sessions

The Session Scheduler session job is compatible with all currently supported LSF job submission and execution parameters, including pre-execution, post-execution, job-starters, I/O redirection, queue and application profile configuration.

Run limits are interpreted and enforced as normal LSF parallel jobs. Application-level checkpointing is also supported. Job chunking is not relevant to Session Scheduler jobs since a single Session Scheduler session is generally long running and should not be chunked.

If the Session Scheduler session is killed (**bkill**) or requeued (**brequeue**), the Session Scheduler kills all running tasks, execution agents, and any other processes it has started, both local and remote. The session scheduler also cleans up any temporary files created and then exits. If the session scheduler is then requeued and restarted, all tasks are rerun.

If the Session Scheduler session is suspended (**bstop**), the Session Scheduler and all local and remote components will be stopped until the session is resumed (**bresume**).

Session Scheduler tasks

ssched and **sservice** and **sschild** execution agents ensure that the user submission environment variables are set correctly for each task. In order to minimize the load on the LSF, **mbatchd** does not have any knowledge of individual tasks.

Task definition file format

The task definition file is an ASCII file. Each line represents one task, or an array of tasks. Each line has the following format.

[*task_options*] *command* [*arguments*]

Session and task accounting

Jobs corresponding to the Session Scheduler session have one record in `lsb.acct`. This record represents the aggregate resource usage of all tasks in the allocation.

If task accounting is enabled with SSCHED_ACCT_DIR in lsb.params, Session Scheduler creates task accounting files for each Session Scheduler session job and appends an accounting record to the end of the file. This record follows a similar format to the LSF accounting file `lsb.acct` format, but with additional fields/

The accounting file is named *jobID*`.ssched.acct`. If no directory is specified, accounting records are not written.

The Session Scheduler accounting directory must be accessible and writable from all hosts in the cluster. Each Session Scheduler session (each **ssched** instance) creates one accounting file. Each file contains one accounting entry for each task. Each completed task index has one line in the file. Each line records the resource usage of one task.

Task accounting file format

Task accounting records have a similar format as the `lsb.acct` JOB_FINISH event record. See the *Platform LSF Configuration Reference* for more information about JOB_FINISH event fields.

Field	Description
Event type (%s)	TASK_FINISH
Version Number (%s)	9.1.3

Field	Description
Event Time (%d)	Time the event was logged (in seconds since the epoch)
jobId (%d)	ID for the job
userId (%d)	UNIX user ID of the submitter
options (%d)	Always 0
numProcessors (%d)	Always 1
submitTime (%d)	Task enqueue time
beginTime (%d)	Always 0
termTime (%d)	Always 0
startTime (%d)	Task start time
userName (%s)	User name of the submitter
queue (%s)	Always empty
resReq (%s)	Always empty
dependCond (%s)	Always empty
preExecCmd (%s)	Task pre-execution command
fromHost (%s)	Submission host name
cwd (%s)	Execution host current working directory (up to 4094 characters)
inFile (%s)	Task input file name (up to 4094 characters)
outFile (%s)	Task output file name (up to 4094 characters)
errFile (%s)	Task error output file name (up to 4094 characters)
jobFile (%s)	Task script file name
numAskedHosts (%d)	Always 0
askedHosts (%s)	Always empty
numExHosts (%d)	Always 1
execHosts (%s)	Name of task execution host
jStatus (%d)	64 indicates task completed normally. 32 indicates task exited abnormally
hostFactor (%f)	CPU factor of the task execution host
jobName (%s)	Always empty
command (%s)	Complete batch task command specified by the user (up to 4094 characters)
lsfRusage (%f)	All rusage fields contain resource usage information for the task
mailUser (%s)	Always empty
projectName (%s)	Always empty

Field	Description
exitStatus (%d)	UNIX exit status of the task
maxNumProcessors (%d)	Always 1
loginShell (%s)	Always empty
timeEvent (%s)	Always empty
idx (%d)	Session Job Index
maxRMem (%d)	Always 0
maxRSwap (%d)	Always 0
inFileSpool (%s)	Always empty
commandSpool (%s)	Always empty
rsvId (%s)	Always empty
sla (%s)	Always empty
exceptMask (%d)	Always 0
additionalInfo (%s)	Always empty
exitInfo (%d)	Always 0
warningAction (%s)	Always empty
warningTimePeriod (%d)	Always 0
chargedSAAP (%s)	Always empty
licenseProject (%s)	Always empty
options3 (%d)	Always 0
app (%s)	Always empty
taskID (%d)	Task ID
taskIdx (%d)	Task index
taskName (%s)	Task name
taskOptions (%d)	Bit mask of task options: • TASK_IN_FILE (0x01)—specify input file • TASK_OUT_FILE (0x02)—specify output file • TASK_ERR_FILE (0x04)—specify error file • TASK_PRE_EXEC (0x08)—specify pre-exec command • TASK_POST_EXEC (0x10)—specify post-exec command • TASK_NAME (0x20)—specify task name

Field	Description
taskExitReason (%d)	Task exit reason: • TASK_EXIT_NORMAL = 0— normal exit • TASK_EXIT_INIT = 1—generic task initialization failure • TASK_EXIT_PATH = 2—failed to initialize path • TASK_EXIT_NO_FILE = 3—failed to create task file • TASK_EXIT_PRE_EXEC = 4— task pre-exec failed • TASK_EXIT_NO_PROCESS = 5—fork failed • TASK_EXIT_XDR = 6—xdr communication error • TASK_EXIT_NOMEM = 7— no memory • TASK_EXIT_SYS = 8—system call failed • TASK_EXIT_TSCHILD_EXEC = 9—failed to run sschild • TASK_EXIT_RUNLIMIT = 10—task reaches run limit • TASK_EXIT_IO = 11—I/O failure • TASK_EXIT_RSRC_LIMIT = 12—set task resource limit failed

Running and monitoring Session Scheduler jobs

Create a Session Scheduler session and run tasks

1. Create task definition file.

   For example:

   ```
   cat my.tasks
   sleep 10
   hostname
   uname
   ls
   ```

2. Use **bsub** with the ssched application profile to submit a Session Scheduler job with the task definition.

   ```
   bsub -app ssched bsub_options ssched [task_options] [-tasks task_definition_file]
    [command [arguments]]
   ```

   For example:

   ```
   bsub -app ssched ssched -tasks my.tasks
   ```

When all tasks finish, Session Scheduler exits, all temporary files are deleted, the session job is cleaned from the system, and Session Scheduler output is captured and included in the standard LSF job e-mail.

You can also submit a Session Scheduler job without a task definition file to specify a single task.

Note:

The submission directory path can contain up to 4094 characters.

See the ssched command reference for detailed information about all task options.

Submit a Session Scheduler job as a parallel Platform LSF job:
Use the **-n** option of **bsub** to submit a Session Scheduler job as a parallel LSF job.

```
bsub -app ssched -n num_hosts ssched [task_options] [-tasks task_definition_file]
 [command [arguments]]
```

For example:

```
bsub -app ssched -n 2 ssched -tasks my.tasks
```

Submit task array jobs

Use the **-J** option to submit a task array via the command line, and no task definition file is needed:

```
-J task_name[index_list]
```

The index list must be enclosed in square brackets. The index list is a comma-separated list whose elements have the syntax *start*[*-end*[*:step*]] where *start*, *end* and *step* are positive integers. If the step is omitted, a step of one (1) is assumed. The task array index starts at one (1).
All tasks in the array share the same option parameters. Each element of the array is distinguished by its array index.
See the ssched command reference for detailed information about all task options.

Submit tasks with automatic task requeue

Use the **-Q** option to specify requeue exit values for the tasks:

```
-Q "exit_code ..."
```

-Q enables automatic task requeue and sets the LSB_EXIT_REQUEUE environment variable. Use spaces to separate multiple exit codes. LSF does not save the output from the failed task, and does not notify the user that the task failed.
If a job is killed by a signal, the exit value is 128+*signal_value*. Use the sum of 128 and the signal value as the exit code in the parameter. For example, if you want a task to rerun if it is killed with a signal 9 (SIGKILL), the exit value is 128+9=137.
The SSCHED_REQUEUE_LIMIT setting limits the number of times a task can be requeued.
See the ssched command reference for detailed information about all task options.

Integrate Session Scheduler with bsub

Integrate Session Scheduler with **bsub** to make the execution of Session Scheduler jobs transparent. You can then use **bsub** to submit Session Scheduler jobs without specifying the Session Scheduler application profile and options.

The **bsub** command recognizes two environment variables to support Session Scheduler job submission: **LSB_TASK_LIST** (the task definition file) and **LSB_BSUB_MODE** (the current **bsub** mode). If **LSB_BUSB_MODE** is "ssched", running **bsub** does not submit a job to **mbatchd**. Instead, running **bsub** opens the task definition file (**LSB_TASK_LIST**) and inserts the submitted job as a task into the task definition file.

This integration supports the following **bsub** options: **-E**, **-Ep**, **-e**, **-i**, **-J**, **-j**, **-o**, **-M**, **-Q**, and **-W**.

Other **bsub** options are ignored.

Set up the integrated execution environment:

Create the script files necessary for setting up the execution environment to integrate Session Scheduler with **bsub**.

1. Create the `begin_ssched.sh` script, which creates a Session Scheduler job and sets the necessary environment variables.

```
#!/bin/sh -x

TMPDIR=~/.ssched

LSB_TASKLIST=$TMPDIR/task.lst.$$
export LSB_TASKLIST


if [ ! -d $TMPDIR ]
then
    mkdir -p $TMPDIR
fi

#
# make sure no two sessions conflict each other
#
i=0
while [ -f $LSB_TASKLIST ]
do
    let i=i+1
    LSB_TASKLIST=$TMPDIR/task.lst.$$.$i
    export LSB_TASKLIST
done

JID=`bsub -H -Ep "rm -f $LSB_TASKLIST" $* ssched -tasks $LSB_TASKLIST | cut -f2 -d'<' | cut -f1 -d'>'`
export JID

LSB_BSUB_MODE=ssched
export LSB_BSUB_MODE
```

2. Create the `end_ssched.sh` script, to schedule and execute the Session Scheduler job.

```
#!/bin/sh

bresume $JID > /dev/null 2>&1

unset LSB_BSUB_MODE
unset LSB_TASKLIST
```

3. Copy the two script files into the `LSF_BINDIR` directory.
4. Set the file permissions of the two script files to be executable for all users.

Use the integrated execution environment:

Use **bsub** to submit Session Scheduler jobs without specifying the Session Scheduler application profile and options.

1. Run the **begin_ssched.sh** script to create a Session Scheduler job and set up the environment variables.

   You can use standard **bsub** options with **begin_ssched.sh** to apply to the session.

   For example, to create a session job with two slots and send the output to `a.out`:

   ```
   . begin_ssched.sh -n2 -o a.out
   ```

2. Run **bsub** for each batch job you want to include in the session.

You can run **bsub** with the following options:-E, -Ep, -e, -i, -J, -j, -o, -M, -Q, and -W.

3. Run the **end_ssched.sh** script to have LSFcreate a Session Scheduler job and set up the environment variables.

   ```
   . end_ssched.sh
   ```

   The task definition file is automatically deleted after the Session Scheduler job is complete.

You can also run these commands entirely from a script. For example:

```
#!/bin/sh

. begin_ssched.sh -n2

bsub task1
bsub task2

. end_ssched.sh
```

Monitor Session Scheduler jobs

1. Run **bjobs -ss** to get summary information for Session Scheduler jobs and tasks.

   ```
   JOBID OWNER JOB_NAME NTASKS PEND DONE  RUN EXIT
   1   lsfadmin job1   10     4    4    2    0
   2   lsfadmin job2   10    10    0    0    0
   3   lsfadmin job3   10    10    0    0    0
   ```

   Information displays about your session scheduler job, including Job ID, the owner, the job name, the number of total tasks, and the number of tasks in any of the following states: pend, run, done, exit.

2. Use **bjobs -l -ss** or **bread** to track the progress of the Session Scheduler job.

Kill a Session Scheduler session

Use **bkill** to kill the Session Scheduler session. All temporary files are deleted, and the session job is cleaned from the system.

Check your job submission

Use the -C option to sanity-check all parameters and the task definition file. **ssched** exits after the check is complete. An exit code of 0 indicates no errors were found. A non-zero exit code indicates errors. You can run **ssched -C** outside of LSF. See the ssched command reference for detailed information about all task options. Example output of **ssched -C**:

```
ssched -C -tasks my.tasks
Error in tasks file line 1: -XXX 123 sleep 0
Unsupported option: -XXX
Error in tasks file line 2: -o my.out
A command must be specified
```

Only the **ssched** parameters are checked, not the **ssched** task command itself. The task command must exist and be executable. **ssched -C** cannot detect whether the task command exists or is executable. To check a task definitions file, remember to specify the -tasks option.

Enable recoverable Session Scheduler sessions

By default, Session Scheduler sessions are unrecoverable. In the event of a system crash, the session job must be resubmitted and all tasks are resubmitted and rerun.

However, the Session Scheduler supports application-level checkpoint/restart using Platform LSF's existing facilities. If the user specifies a checkpoint directory when submitting the session job, the job can be restarted using **brestart**. After a restart, only those tasks that have not yet completed are resubmitted and run.

To enable recoverable sessions, when submitting the session job:

1. Provide a writable directory on a shared file system.
2. Specify the **ssched** checkpoint method with the **bsub -k** option.

You do not need to call **bchkpnt**. The Session Scheduler automatically checkpoints itself after each task completes.

For example:

```
bsub -app ssched -k "/share/scratch method=ssched" -n 8 ssched -tasks simpton.tasks
Job <123> is submitted to default queue <normal>.
...
brestart /share/scratch 123
```

Troubleshooting

Use any of the following methods to troubleshoot your Session Scheduler jobs.

ssched environment variables

Before submitting the **ssched** command, You can set the following environment variables to enable additional debugging information:

SSCHED_DEBUG_LOG_MASK=[LOG_INFO | LOG_DEBUG | LOG_DEBUG1 | ...]

Controls the amount of logging

SSCHED_DEBUG_CLASS=ALL or SSCHED_DEBUG_CLASS=[LC_TRACE] [LC_FILE] [...]

- Filters out some log classes, or shows all log classes
- By default, no log classes are shown

SSCHED_DEBUG_MODULES=ALL or SSCHED_DEBUG_MODULES=[ssched] [libvem.so] [sservice] [sschild]

- Enables logging on some or all components
- By default, logging is disabled on all components
- libvem.so controls logging by the `libvem.so` loaded by the SD, SSM and **ssched**
- Enabling debugging of the Session Scheduler automatically enables logging by the `libvem.so` loaded by the Session Scheduler

SSCHED_DEBUG_REMOTE_HOSTS=ALL or SSCHED_DEBUG_REMOTE_HOSTS=[hostname1] [hostname2] [...]

- Enables logging on some/all hosts
- By default, logging is disabled on all remote hosts

SSCHED_DEBUG_REMOTE_FILE=Y

- Directs logging to `/tmp/ssched/`*`job_ID.job_index`*`/` instead of `stderr` on each remote host
- Useful if too much debugging info is slowing down the network connection

- By default, debugging info is sent to `stderr`

ssched debug options

The **ssched** options -1, -2, and -3 are shortcuts for the following environment variables.

ssched -1

Is a shortcut for:

- SSCHED_DEBUG_LOG_MASK=LOG_WARNING
- SSCHED_DEBUG_CLASS=ALL
- SSCHED_DEBUG_MODULES=ALL

ssched -2

Is a shortcut for:

- SSCHED_DEBUG_LOG_MASK=LOG_INFO
- SSCHED_DEBUG_CLASS=ALL
- SSCHED_DEBUG_MODULES=ALL

ssched -3

Is a shortcut for:

- SSCHED_DEBUG_LOG_MASK=LOG_DEBUG
- SSCHED_DEBUG_CLASS=ALL
- SSCHED_DEBUG_MODULES=ALL

Example output of ssched -2:

```
Example output of ssched -2:

Nov 22 22:22:45 2012 18275 6 9.1.3 SSCHED_UPDATE_SUMMARY_INTERVAL = 1
Nov 22 22:22:45 2012 18275 6 9.1.3 SSCHED_UPDATE_SUMMARY_BY_TASK = 0
Nov 22 22:22:45 2012 18275 6 9.1.3 SSCHED_REQUEUE_LIMIT = 1
Nov 22 22:22:45 2012 18275 6 9.1.3 SSCHED_RETRY_LIMIT = 1
Nov 22 22:22:45 2012 18275 6 9.1.3 SSCHED_MAX_TASKS = 10
Nov 22 22:22:45 2012 18275 6 9.1.3 SSCHED_MAX_RUNLIMIT = 600
Nov 22 22:22:45 2012 18275 6 9.1.3 SSCHED_ACCT_DIR = /home/user1/ssched
Nov 22 22:22:45 2012 18275 6 9.1.3 Task <1> parsed.
Nov 22 22:22:45 2012 18275 6 9.1.3 Task <2> parsed.
Nov 22 22:22:45 2012 18275 6 9.1.3 Task <3> parsed.
Nov 22 22:22:45 2012 18275 6 9.1.3 Task <4> parsed.
Nov 22 22:22:45 2012 18275 6 9.1.3 Task <5> parsed.
Nov 22 22:22:47 2012 18275 6 9.1.3 Task <1> submitted. Command <sleep 0>;
Nov 22 22:22:47 2012 18275 6 9.1.3 Task <2> submitted. Command <sleep 0>;
Nov 22 22:22:47 2012 18275 6 9.1.3 Task <3> submitted. Command <sleep 0>;
Nov 22 22:22:47 2012 18275 6 9.1.3 Task <4> submitted. Command <sleep 0>;
Nov 22 22:22:47 2012 18275 6 9.1.3 Task <5> submitted. Command <sleep 0>;
Nov 22 22:22:54 2012 18275 6 9.1.3 Task <1> done successfully.
Nov 22 22:22:54 2012 18275 6 9.1.3 Task <2> done successfully.
Nov 22 22:22:54 2012 18275 6 9.1.3 Task <4> done successfully.
Nov 22 22:22:54 2012 18275 6 9.1.3 Task <3> done successfully.
Nov 22 22:22:54 2012 18275 6 9.1.3 Task <5> done successfully.

Task Summary
Submitted:                  5
Done:                       5
```

Example output of ssched -2 with requeue

```
Nov 22 22:28:36 2012 19409 6 9.1.3 SSCHED_UPDATE_SUMMARY_INTERVAL = 1
Nov 22 22:28:36 2012 19409 6 9.1.3 SSCHED_UPDATE_SUMMARY_BY_TASK = 0
Nov 22 22:28:36 2012 19409 6 9.1.3 SSCHED_REQUEUE_LIMIT = 1
Nov 22 22:28:36 2012 19409 6 9.1.3 SSCHED_RETRY_LIMIT = 1
Nov 22 22:28:36 2012 19409 6 9.1.3 SSCHED_MAX_TASKS = 10
Nov 22 22:28:36 2012 19409 6 9.1.3 SSCHED_MAX_RUNLIMIT = 600
Nov 22 22:28:36 2012 19409 6 9.1.3 SSCHED_ACCT_DIR = /home/user1/ssched
Nov 22 22:28:36 2012 19409 6 9.1.3 Task <1> parsed.
Nov 22 22:28:38 2012 19409 6 9.1.3 Task <1> submitted. Command <exit 1>;
Nov 22 22:28:43 2012 19409 6 9.1.3 Task <1> exited with code 1.
Nov 22 22:28:43 2012 19409 6 9.1.3 Task <1> submitted. Command <exit 1>;
Nov 22 22:28:43 2012 19409 6 9.1.3 Task <1> exited with code 1.

Task Summary
Submitted:                  1
Requeued:                   1

Done:                       0
Exited:                     2
  Execution Errors: 2
  Dispatch Errors:  0
  Other Errors:     0

Task Error Summary

Execution Error
Task ID:                1
Submit Time:            Thu Nov 22 22:28:38 2012
Start Time:             Thu Nov 22 22:28:43 2012
End Time:               Thu Nov 22 22:28:43 2012
Exit Code:              1
Exit Reason:            Normal exit
Exec Hosts:             hostA
Exec Home:              /home/user1/
Exec Dir:               /home/user1/src/lsf9.1ss/ssched
Command:                exit 1
Action:                 Requeue exit value match; task will be requeued

Execution Error
Task ID:                1
Submit Time:            Thu Nov 22 22:28:43 2012
Start Time:             Thu Nov 22 22:28:43 2012
End Time:               Thu Nov 22 22:28:43 2012
Exit Code:              1
Exit Reason:            Normal exit
Exec Hosts:             hostA
Exec Home:              /home/user1/
Exec Dir:               /home/user1/src/lsf9.1ss/ssched
Command:                exit 1
Action:                 Task requeue limit reached; task will not be requeued
```

Example output of ssched -2 with retry

```
Nov 22 22:35:40 2012 20769 6 9.1.3 SSCHED_UPDATE_SUMMARY_INTERVAL = 1
Nov 22 22:35:40 2012 20769 6 9.1.3 SSCHED_UPDATE_SUMMARY_BY_TASK = 0
Nov 22 22:35:40 2012 20769 6 9.1.3 SSCHED_REQUEUE_LIMIT = 1
Nov 22 22:35:40 2012 20769 6 9.1.3 SSCHED_RETRY_LIMIT = 1
Nov 22 22:35:40 2012 20769 6 9.1.3 SSCHED_MAX_TASKS = 10
Nov 22 22:35:40 2012 20769 6 9.1.3 SSCHED_MAX_RUNLIMIT = 600
Nov 22 22:35:40 2012 20769 6 9.1.3 SSCHED_ACCT_DIR = /home/user1/ssched
Nov 22 22:35:40 2012 20769 6 9.1.3 Task <1> parsed.
Nov 22 22:35:42 2012 20769 6 9.1.3 Task <1> submitted. Command <sleep 0>;
Nov 22 22:35:47 2012 20769 6 9.1.3 Task <1> had a dispatch error. Task will be retried.
Nov 22 22:35:47 2012 20769 6 9.1.3 Task <1> submitted. Command <sleep 0>;
Nov 22 22:35:47 2012 20769 6 9.1.3 Task <1> had a dispatch error. Retry limit reached.
```

```
Task Summary
Submitted:                  1
Done:                       0
Exited:                     1
  Execution Errors: 0
  Dispatch Errors:  1
  Other Errors:     0

Task Error Summary

Dispatch Error
Task ID:                1
Submit Time:            Thu Nov 22 22:35:47 2012
Failure Reason:         Pre-execution command failed
Command:                sleep 0
Pre-Exec:               exit 1
Start time:             Thu Nov 22 22:35:47 2012
Execution host:         hostA
Action:                 Task retry limit reached; task will not be retried
```

Note:

The "Task Summary" and "Summary of Errors" sections are sent to `stdout`. All other output is sent to `stderr`.

Send SIGUSR1 signal

After the tasks have been submitted to the Session Scheduler and started, users can enable additional debugging by Session Scheduler components by sending a SIGUSR1 signal.

To enable additional debugging by the **ssched** and **libvem** components, send a SIGUSR1 to the ssched_real process. This enables the following:

- SSCHED_DEBUG_LOG_MASK=LOG_DEBUG
- SSCHED_DEBUG_CLASS=ALL
- SSCHED_DEBUG_MODULES=ALL

The additional log messages are sent to `stderr`.

To enable additional debugging by the **sservice** and **sschild** components, send a SIGUSR1 on the remote host to the **sservice** process. This enables the following:

- SSCHED_DEBUG_LOG_MASK=LOG_DEBUG
- SSCHED_DEBUG_CLASS=ALL
- SSCHED_DEBUG_MODULES=ALL
- SSCHED_DEBUG_REMOTE_HOSTS=ALL
- SSCHED_DEBUG_REMOTE_FILE=Y

The debug messages are saved to a file in `/tmp/ssched/`. You are responsible for deleting this file when it is no longer needed.

Send SIGUSR2 signal

If a SIGUSR1 signal is sent, SIGUSR2 restores debugging to its original level.

Known issues and limitations

General issues

- The Session Scheduler caches host info from LIM. If the host factor of a host is changed after the Session Scheduler starts, the Session Scheduler will not see the updated host factor. The host factor is used in the task accounting log.
- Session Scheduler does not support per task memory or swap utilization tracking from **ssacct**. Run **bacct** to see aggregate memory and swap utilization.
- When specifying a multiline command line as a **ssched** command line parameter, you must enclose the command in quotes. A multiline command line is any command containing a semi-colon (**;**). For example:

  ```
  ssched -o my.out "hostname; ls"
  ```

  When specifying a multiline command line as a parameter in a task definition file, you must NOT use quotes. For example:

  ```
  cat my.tasks
  -o my.out hostname; ls
  ```

- If you submit a shell script containing multiple **ssched** commands, **bjobs -l** only shows the task summary for the currently running **ssched** instance. Enable task accounting and examine the accounting file to see information for tasks from all **ssched** instances in the shell script.
- Submitting a large number of tasks as part of one session may cause a slight delay between when the Session Scheduler starts and when tasks are dispatched to execution agents. The Session Scheduler must parse and submit each task before it begins dispatching any tasks. Parsing 50,000 tasks can take up to 2 minutes before dispatching starts.
- After all tasks have completed, the Session Scheduler will take some time to terminate all execution agents and to clean up temporary files. A minimum of 20 seconds is normal, longer for larger allocations.
- Session Scheduler handles the following signals: SIGINT, SIGTERM, SIGUSR1, SIGSTOP, SIGTSTP, and SIGCONT. All other signals cause **ssched** to exit immediately. No summary is output and task accounting information is not saved. The signals Session Scheduler handles will be expanded in future releases.

Using lsmake

IBM Platform Make is a load-sharing, parallel version of GNU Make. It uses the same makefiles as GNU Make and behaves similarly, except that additional command line options control parallel execution.

The IBM Platform Make executable, **lsmake**, is covered by the Free Software Foundation General Public License. Read the file `LSF_MISC/lsmake/COPYING` in the LSF software distribution for details.

LSF is a prerequisite for IBM Platform Make. The IBM Platform Make product is sold, distributed, and installed separately. For more information, contact IBM.

IBM Platform Make is only supported on UNIX.

About IBM Platform Make

IBM Platform Make allows you to use your LSF cluster to run parts of your make in parallel. Tasks are started on multiple hosts simultaneously to reduce the execution time.

Tasks often consist of many subtasks, with some dependencies between the subtasks. For example, to compile a software package, you compile each file in the package, then link all the compiled files together.

In many cases, most of the subtasks do not depend on each other. For a software package, the individual files in the package can be compiled at the same time; only the linking step needs to wait for all the other tasks to complete.

IBM Platform Make supports following standard LSF command debug options:

- LSF_CMD_LOGDIR
- LSF_CMD_LOG_MASK
- LSF_DEBUG_CMD
- LSF_TIME_CMD
- LSF_NIOS_DEBUG

GNU Make compatibility

IBM Platform Make is based on GNU Make and supports most GNU Make features. GNU Make is upwardly compatible with the make programs supplied by most UNIX vendors. IBM Platform Make is compatible with makefiles for most versions of GNU Make.

IBM Platform Make is fully compatible with GNU Make version 3.81. There are some incompatibilities between GNU Make and some other versions of make; these are beyond the scope of this document.

How IBM Platform Make works

IBM Platform Make is invoked using the **lsmake** command. For command syntax and complete information about command line options that control load sharing, see **lsmake** in the *IBM Platform LSF Command Reference*.

lsmake command

Attention:

The submission host is always one of the hosts selected to run the job, unless you have used **-m** (choose hosts by name) or **-R** (choose hosts with special resource requirements) to define some host selection criteria that excludes it.

Furthermore, for this command only, the resource requirement string gives precedence to the submission host when choosing the best available hosts for the job. If you define resource requirements, and the submission host meets the criteria defined in the selection string, the submission host is always selected. The order string is only used to sort the other hosts.

The following examples show how to build your software in parallel and control the execution hosts used, the number of cores used, and the number of tasks run simultaneously on one core.

```
% lsmake -f mymakefile
```

lsmake uses one core on the submission host, and runs one task at a time (one task per core). This is the default behavior.

```
% lsmake -R "swp > 50 && mem > 100" -f mymakefile
```

lsmake uses one core on the submission host or best available host that satisfies the specified resource requirements, and runs one task at a time. If there are no eligible hosts, the job fails.

By default, IBM Platform Make selects the same host type as the submitting host. This is necessary for most compilation jobs. All components must be compiled on the same host type and operating system version to run correctly. If your make task requires other resources, override the default resource requirements with **-R**.

```
% lsmake -V -j 3 -f mymakefile
[hostA] [hostD] [hostK]
<< Execute on local host >>
cc -O -c arg.c -o arg.o
<< Execute on remote host hostA >>
cc -O -c dev.c -o dev.o
<< Execute on remote host hostK >>
cc -O -c main.c -o main.o
<< Execute on remote host hostD >>
cc -O arg.o dev.o main.o
```

lsmake uses 3 cores, on hosts that are the same host type as the submission host. Use **-V** to return output as shown, including the names of the execution hosts. Use **-j** to specify a maximum number of cores.

If 5 cores are eligible, IBM Platform Make automatically selects 3, the submission host and the best 2 of the remaining hosts.

If only 2 cores are eligible, IBM Platform Make uses only 2 cores. At least one core is always eligible because the submission host always meets the default requirement.

```
% lsmake -R "swp > 50 && mem > 100" -j 3 -c 2 -f mymakefile
```

lsmake uses up to 3 cores, on hosts that satisfy the specified resource requirements, and starts 2 tasks on each core. If there are no eligible hosts, the job fails.

Use **-c** to take advantage of parallelism between the CPU and I/O on a powerful host and specify the number of concurrent jobs for each core.

```
% lsmake -m "hostA 2 hostB" -f mymakefile
```

lsmake uses 2 cores on hostA and one core on hostB, and runs one task per core. Use **-m** to specify exactly which hosts to use.

Use GNU make options

IBM Platform Make supports all the GNU Make command line options. See the `gmake(1)` man page.

Reset environment variables

By default, IBM Platform Make sets the environment variables on the execution hosts once, when you run **lsmake**. If your tasks overwrite files or environment variables during execution, use **-E** to automatically reset the environment variables for every task that executes on a remote host.

Run interactive tasks

When IBM Platform Make is running processes on more than one host, it does not send standard input to the remote processes. Most makefiles do not require any user interaction through standard I/O.

Run lsmake under LSF

Make jobs often require a lot of resources, but no user interaction. Such jobs can be submitted to LSF so that they are processed when the needed resources are available. The command lsmake includes extensions to run as a parallel batch job under LSF:

```
% bsub -n 10 lsmake
```

This command queues a IBM Platform Make job that needs 10 job slots. When all 10 slots are available, LSF starts IBM Platform Make on the first host, and passes the names of all hosts in an environment variable. IBM Platform Make gets the host names from the environment variable and uses RES to run tasks.

You can also specify a minimum and maximum number of slots to dedicate to your make job:

```
% bsub -n 6,18 lsmake
```

Because IBM Platform Make passes the suspend signal (SIGTSTP) to all its remote processes, the entire parallel make job can be suspended and resumed by the user or by LSF.

Output tagging

You can enable output tagging to prefix the sender's task ID to the parallel task data of the **lsmake** command. The following examples show the differences between the standard output and the tagged output of the **lsmake** command.

The following is the standard output from an **lsmake** session running in parallel:

```
% lsmake -j 3
echo sub1 ; sleep 1000
sub1
echo sub2 ; sleep 1000
echo sub3 ; sleep 1000
sub2
sub3
```

The following is the tagged output from an **lsmake** session running in parallel:

```
% lsmake -T -j 3
T1<local>: echo sub1 ; sleep 1000
T1<local>: sub1
T2<hostD>: echo sub2 ; sleep 1000
T3<hostA>: echo sub3 ; sleep 1000
T2<hostD>: sub2
T3<hostA>: sub3
```

The following is the tagged output from an **lsmake** session that includes the names of the hosts used:

```
% lsmake -T -V -j 3
<hostA> <hostD>
<< Execute T1 on host hostA >>
T1<local>: echo sub1 ; sleep 1000
```

```
T1<local>: sub1
<< Execute T2 on remote host hostD >>
T2<hostD>: echo sub2 ; sleep 1000
<< Execute T3 on host hostA >>
T3<hostA>: echo sub3 ; sleep 1000
T2<hostD>: sub2
T3<hostA>: sub3
```

lsmake performance

Ways to improve the performance of IBM Platform Make:

- Tune your makefile and increase parallelism
- Process subdirectories in parallel
- Adjust the number of tasks run depending on the file server load
- Ensure tasks always run on the best cores available at the time
- Compensate for file system latency
- Analyze resource usage to improve performance and efficiency

Reorganize your makefile

You do not need to modify your makefile to use IBM Platform Make, but reorganizing the contents of the makefile to increase the parallelism might reduce the running time.

The smallest unit that IBM Platform Make runs in parallel is a single make rule. If your makefile has rules that include many steps, or rules that contain shell loops to build sub-parts of your project, IBM Platform Make runs the steps serially.

Increase the parallelism in your makefile by breaking up complex rules into groups of simpler rules. Steps that must run in sequence can use make dependencies to enforce the order. IBM Platform Make can then find more subtasks to run in parallel.

Compensate for file system latency

Whenever a command depends on results of a previous command, running the commands on different hosts may result in errors due to file system latency. The **-x** and **-a** options are two ways to prevent problems. Use **-x** to automatically rerun a command that has failed for any reason. Use **-a** when you have dependent targets that may run on different hosts, and you need to allow extra time in between for file synchronization. By default, the dependent target (if it runs on a different host) starts after a delay of 1 second.

For any target, the retry feature (**-x**) is useful to compensate for file system latency and minor errors. With this feature enabled, the system automatically reruns any command that fails. You control how many times the same command should be rerun (for example, if the number of retries is 1, the command is attempted twice before exiting).

For dependent targets, the **-a** option is most useful. Ideally, dependent targets run sequentially on the same execution host, and files generated or modified by the previous target are available immediately. However, the dependent target may run on a different host (if the first host is busy running another command, or the target has multiple dependencies). If you notice errors in these cases, use **-a** to define a larger buffer time to compensate for file system latency. By default, the buffer time is 1 second.

This feature allows time for the shared file system to synchronize client and server. When commands in a target finish, commands in a dependent target wait the specified time before starting on a different host. If the dependent target's commands start on the same execution host, there is no delay. Slower file systems require a longer delay, so configure this based on network performance at your site.

If retry is enabled, this buffer time also affects the timing of retry attempts. The interval between retries increases exponentially with each retry attempt. The time between the initial, failed attempt and the first retry is equal to the buffer time. For subsequent attempts, the interval between attempts is doubled each time.

For example, if the buffer time defined by **-a** is 3 seconds and the number of retries defined by **-x** is 4, the system will wait 3 seconds before the first retry, then wait 6 seconds for the second retry, then 12 seconds, then 24, and exit if the 4th retry fails. However, if the dependent target can start on the same execution host at any time before exiting, it does so immediately, because the delay between retries is only enforced when the dependent target runs on a different host.

Analyze resource usage

When you run **lsmake**, you can use the summay (**-y**) and usage (**-u**) options to learn if resources are being used efficiently and if resource availability may be limiting performance.

Use **-y** to display information about the job run time, hosts and slots allocated, and the highest number of tasks that ran in parallel. With this information, you can know if you requested more slots than the job actually needed.

Summary output:

Total Run Time - Total **lsmake** job run time, in the format *hh*:*mm*:*ss*

Most Concurrent Tasks - Maximum number of tasks that ran simultaneously; compare to **Total Slots Allocated** and **Tasks Allowed per Slot** to determine if parallel execution may have been limited by resource availability

Retries Allowed - Maximum number of retries allowed (set by **lsmake -x** option)

Hosts and Number of Slots Allowed - Execution hosts allocated, and the number of slots allocated on each. The output is a single line showing each name and number pair separated by spaces, in the format: *host_name number_of_slots*

Tasks Allowed per Slot - Maximum number of tasks allowed per slot (set by **lsmake -c** option)

Total Slots Allocated - Total number of slots actually allocated (may be limited by **lsmake -j** or **-m** options)

Use **-u** to generate a data file tracking the number of tasks running over time, which tells you how many slots were actually used and when they were needed. This file is useful if you want to export the data to third-party charting applications.

`lsmake.dat` file format:

The file is a simple text file, each line consists of just two values, separated by a comma. The first value is the time in the format *hh:mm:ss*, the second value is the number of tasks running at that time, for example:

```
23:13:39,2
```

The file is updated with a new line of information every second.

Managing LSF on EGO

About LSF on IBM EGO

LSF on IBM EGO allows EGO to serve as the central resource broker, enabling enterprise applications to benefit from sharing of resources across the enterprise grid.

- *Scalability*—EGO enhances LSF scalability. Currently, the LSF scheduler has to deal with a large number of jobs. EGO provides management functionality for multiple schedulers that co-exist in one EGO environment. In LSF 9, although only a single instance of LSF is available on EGO, the foundation is established for greater scalability in follow-on releases that will allow multiple instances of LSF on EGO.
- *Robustness*—In previous releases, LSF functioned as both scheduler and resource manager. EGO decouples these functions, making the entire system more robust. EGO reduces or eliminates downtime for LSF users while resources are added or removed.
- *Reliability*—In situations where service is degraded due to noncritical failures such as sbatchd or RES, by default, LSF does not automatically restart the daemons. The EGO Service Controller can monitor all LSF daemons and automatically restart them if they fail. Similarly, the EGO Service Controller can also monitor and restart other critical processes such as **lmgrd**.
- *Additional scheduling functionality*—EGO provides the foundation for EGO-enabled SLA, which provides LSF with additional and important scheduling functionality.
- *Centralized management and administration framework.*
- *Single reporting framework*—across various application heads built around EGO.

What is IBM EGO?

Enterprise Grid Orchestrator (EGO) allows developers, administrators, and users to treat a collection of distributed software and hardware resources on a shared computing infrastructure (cluster) as parts of a single virtual computer.

EGO assesses the demands of competing business services (consumers) operating within a cluster and dynamically allocates resources so as to best meet a company's overriding business objectives. These objectives might include

- Reducing the time or the cost of providing key business services
- Maximizing the revenue generated by existing computing infrastructure
- Configuring, enforcing, and auditing service plans for multiple consumers
- Ensuring high availability and business continuity through disaster scenarios
- Simplifying IT management and reducing management costs
- Consolidating divergent and mixed computing resources into a single virtual infrastructure that can be shared transparently between many business users

IBM EGO also provides a full suite of services to support and manage resource orchestration. These include cluster management, configuration and auditing of service-level plans, resource facilitation to provide fail-over if a master host goes down, monitoring and data distribution.

EGO is only sensitive to the *resource requirements* of business services; EGO has no knowledge of any run-time dynamic parameters that exist for them. This means that EGO does not interfere with how a business service chooses to use the resources it has been allocated.

How IBM EGO works

IBM Platform products work in various ways to match business service (consumer) demands for resources with an available supply of resources. While a specific clustered application manager or consumer (for example, an LSF cluster) identifies what its resource demands are, IBM EGO is responsible for supplying those resources. IBM EGO determines the number of resources each consumer is entitled to, takes into account a consumer's priority and overall objectives, and then allocates the number of required resources (for example, the number of slots, virtual machines, or physical machines).

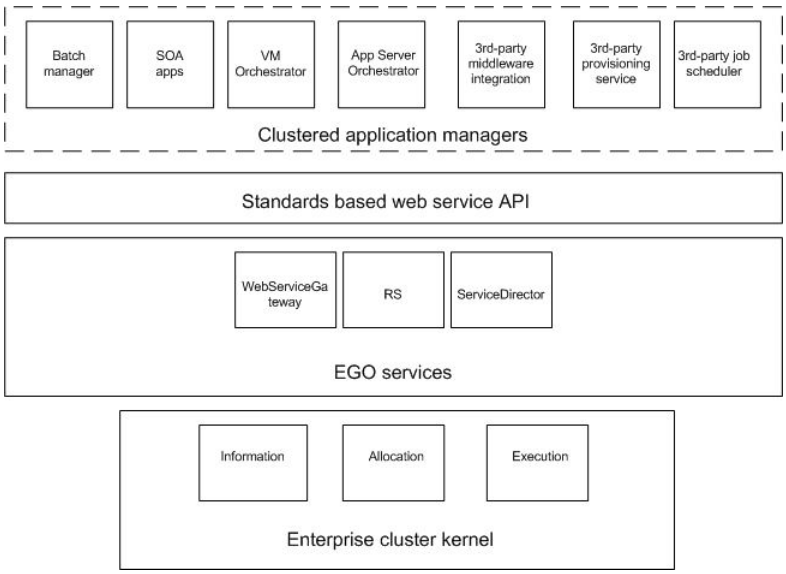
Once the consumer receives its allotted resources from IBM EGO, the consumer applies its own rules and policies. How the consumer decides to balance its workload across the fixed resources allotted to it is not the responsibility of EGO.

So how does IBM EGO know the demand? Administrators or developers use various EGO interfaces (such as the SDK or CLI) to tell EGO what constitutes a demand for more resources. When Platform LSF identifies that there is a demand, it then distributes the required resources based on the resource plans given to it by the administrator or developer.

For all of this to happen smoothly, various components are built into IBM EGO. Each EGO component performs a specific job.

IBM EGO components

IBM EGO comprises a collection of cluster orchestration software components. The following figure shows overall architecture and how these components fit within a larger system installation and interact with each other:



Key EGO concepts

Consumers

A consumer represents an entity that can demand resources from the cluster. A consumer might be a business service, a business process that is a complex collection of business services, an individual user, or an entire line of business.

EGO resources

Resources are physical and logical entities that can be requested by a client. For example, an application (client) requests a processor (resource) in order to run.

Resources also have attributes. For example, a host has attributes of memory, processor utilization, operating systems type, etc.

Resource distribution tree

The resource distribution tree identifies consumers of the cluster resources, and organizes them into a manageable structure.

Resource groups

Resource groups are logical groups of hosts. Resource groups provide a simple way of organizing and grouping resources (hosts) for convenience; instead of creating policies for individual resources, you can create and apply them to an entire group. Groups can be made of resources that satisfy a specific requirement in terms of OS, memory, swap space, CPU factor and so on, or that are explicitly listed by name.

Resource distribution plans

The resource distribution plan, or resource plan, defines how cluster resources are distributed among consumers. The plan takes into account the differences between consumers and their needs, resource properties, and various other policies concerning consumer rank and the allocation of resources.

The distribution priority is to satisfy each consumer's reserved ownership, then distribute remaining resources to consumers that have demand.

Services

A service is a self-contained, continuously running process that accepts one or more requests and returns one or more responses. Services may have multiple concurrent service instances running on multiple hosts. All IBM EGO services are automatically enabled by default at installation.

Run **egosh** to check service status.

If EGO is disabled, the **egosh** command cannot find `ego.conf` or cannot contact **vemkd** (not started), and the following message is displayed:

```
You cannot run the egosh command because the administrator has
chosen not to enable EGO in lsf.conf: LSF_ENABLE_EGO=N.
```

EGO user accounts

A user account is a IBM Platform system user who can be assigned to any role for any consumer in the tree. User accounts include optional contact information, a name, and a password.

LSF and EGO directory structure

The following tables describe the purpose of each sub-directory and whether they are writable or non-writable by LSF.

LSF_TOP

Directory Path	Description	Attribute
`LSF_TOP/9.1`	LSF 9.1.3 binaries and other machine dependent files	Non-writable
`LSF_TOP/conf`	LSF 9.1.3 configuration files You must be LSF administrator or root to edit files in this directory	Writable by the LSF administrator, master host, and master candidate hosts
`LSF_TOP/log`	LSF 9.1.3 log files	Writable by all hosts in the cluster
`LSF_TOP/work`	LSF 9.1.3 working directory	Writable by the master host and master candidate hosts, and is accessible to slave hosts

EGO directories

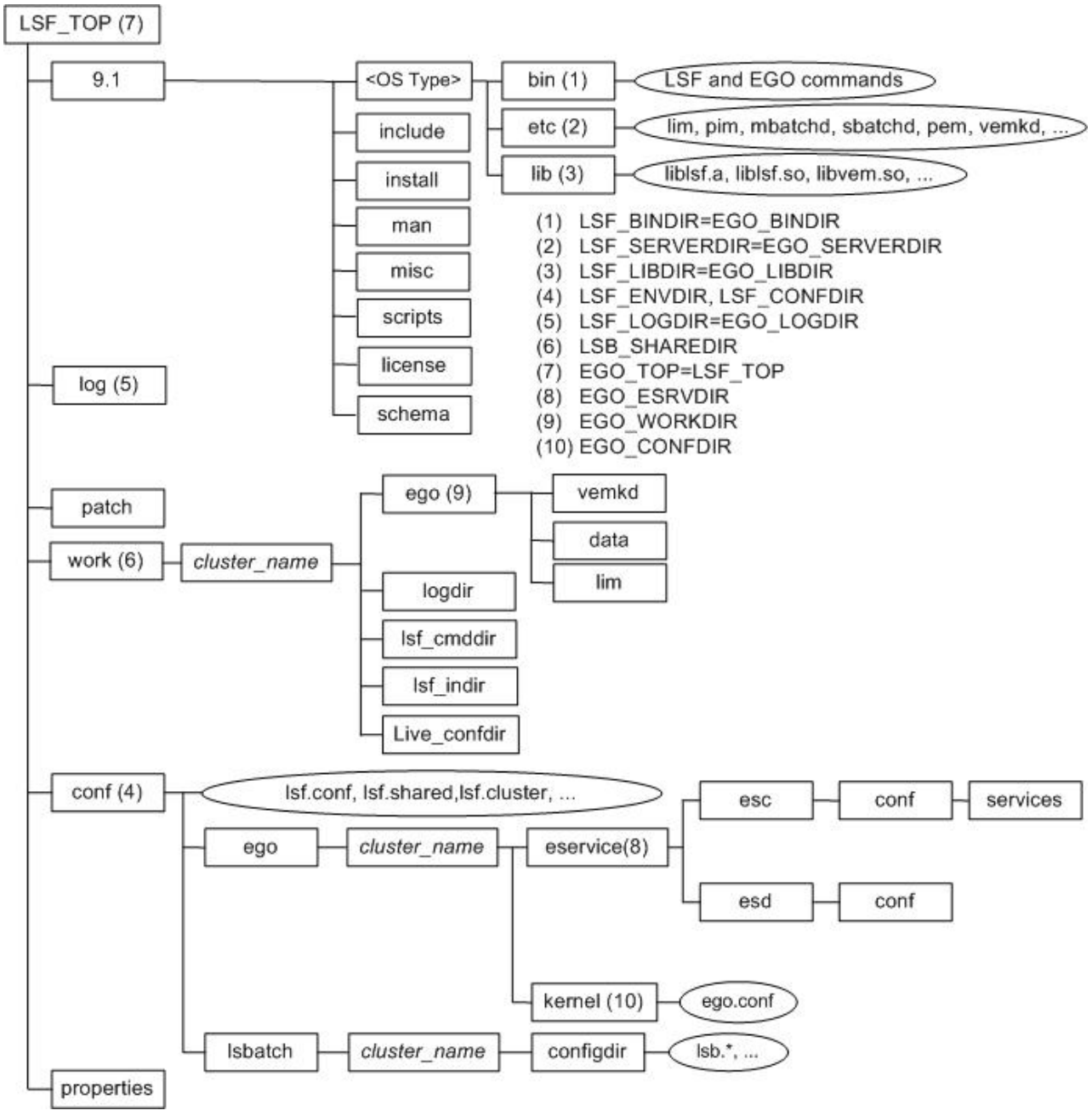
Directory Path	Description	Attribute
`LSF_BINDIR`	EGO binaries and other machine dependent files	Non-writable
`LSF_CONFDIR/ego/`*`cluster_name`*`/eservice` (EGO_ESRVDIR)	EGO services configuration and log files.	Writable
`LSF_CONFDIR/ego/`*`cluster_name`*`/kernel` (EGO_CONFDIR, LSF_EGO_ENVDIR)	EGO kernel configuration, log files and working directory, including conf/log/work	Writable

Directory Path	Description	Attribute
LSB_SHAREDIR/*cluster_name*/ego (EGO_WORKDIR)	EGO working directory	Writable

Example directory structures

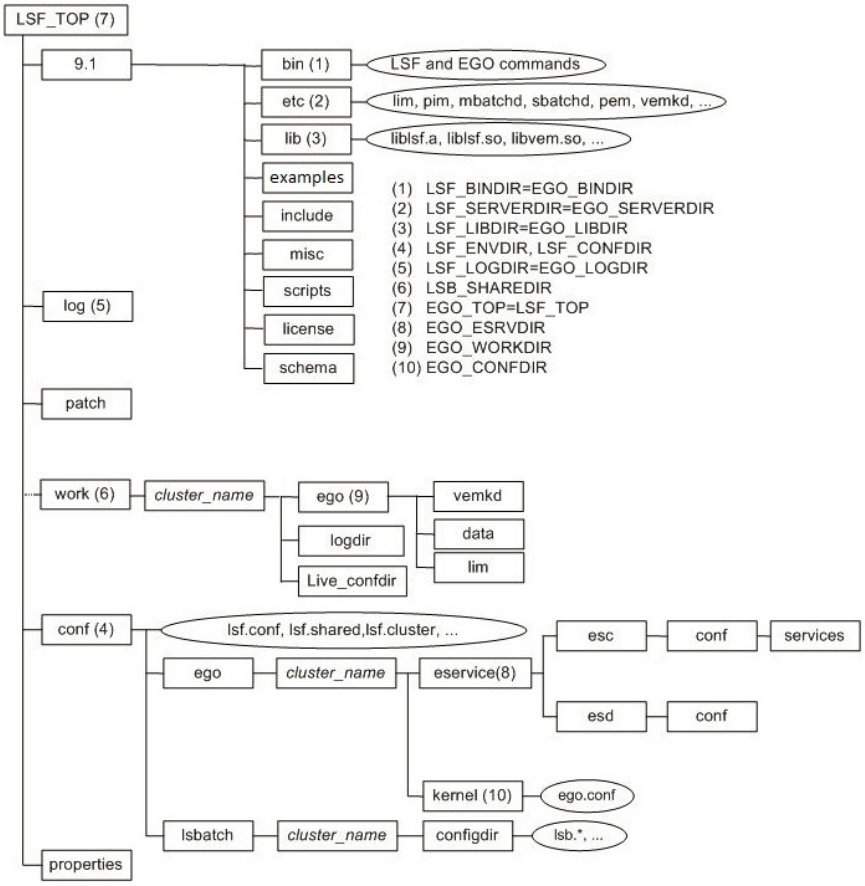
UNIX and Linux

The following figures show typical directory structures for a new UNIX or Linux installation with **lsfinstall**. Depending on which products you have installed and platforms you have selected, your directory structure may vary.



Microsoft Windows

The following diagram shows an example directory structure for a Windows installation.



Configure LSF and EGO

EGO configuration files for LSF daemon management (res.xml and sbatchd.xml)

The following files are located in `EGO_ESRVDIR/esc/conf/services/`:

- `res.xml`—EGO service configuration file for **res**.
- `sbatchd.xml`—EGO service configuration file for **sbatchd**.

When LSF daemon control through EGO Service Controller is configured, **lsadmin** uses the reserved EGO service name res to control the LSF **res** daemon, and **badmin** uses the reserved EGO service name sbatchd to control the LSF **sbatchd** daemon.

How to handle parameters in lsf.conf with corresponding parameters in ego.conf

When EGO is enabled, existing LSF parameters (parameter names beginning with LSB_ or LSF_) that are set only in `lsf.conf` operate as usual because LSF daemons and commands read both `lsf.conf` and `ego.conf`.

Some existing LSF parameters have corresponding EGO parameter names in `ego.conf` (`LSF_CONFDIR/lsf.conf` is a separate file from `LSF_CONFDIR/ego/`*`cluster_name`*`/kernel/ego.conf`). You can keep your existing LSF parameters in `lsf.conf`, or your can set the corresponding EGO parameters in `ego.conf` that have not already been set in `lsf.conf`.

You cannot set LSF parameters in `ego.conf`, but you can set the following EGO parameters related to LIM, PIM, and ELIM in either `lsf.conf` or `ego.conf`:

- EGO_DAEMONS_CPUS
- EGO_DEFINE_NCPUS
- EGO_SLAVE_CTRL_REMOTE_HOST
- EGO_WORKDIR
- EGO_PIM_SWAP_REPORT

You cannot set any other EGO parameters (parameter names beginning with EGO_) in `lsf.conf`. If EGO is not enabled, you can only set these parameters in `lsf.conf`.

Note:

If you specify a parameter in lsf.conf and you also specify the corresponding parameter in ego.conf, the parameter value in ego.conf takes precedence over the conflicting parameter in lsf.conf.

If the parameter is not set in either lsf.conf or ego.conf, the default takes effect depends on whether EGO is enabled. If EGO is not enabled, then the LSF default takes effect. If EGO is enabled, the EGO default takes effect. In most cases, the default is the same.

Some parameters in lsf.conf do not have exactly the same behavior, valid values, syntax, or default value as the corresponding parameter in ego.conf, so in general, you should not set them in both files. If you need LSF parameters for backwards compatibility, you should set them only in lsf.conf.

If you have LSF 6.2 hosts in your cluster, they can only read `lsf.conf`, so you must set LSF parameters only in `lsf.conf`.

LSF and EGO corresponding parameters

The following table summarizes existing LSF parameters that have corresponding EGO parameter names. You must continue to set other LSF parameters in `lsf.conf`.

lsf.conf parameter	ego.conf parameter
LSF_API_CONNTIMEOUT	EGO_LIM_CONNTIMEOUT
LSF_API_RECVTIMEOUT	EGO_LIM_RECVTIMEOUT
LSF_CLUSTER_ID (Windows)	EGO_CLUSTER_ID (Windows)
LSF_CONF_RETRY_INT	EGO_CONF_RETRY_INT
LSF_CONF_RETRY_MAX	EGO_CONF_RETRY_MAX
LSF_DEBUG_LIM	EGO_DEBUG_LIM
LSF_DHPC_ENV	EGO_DHPC_ENV

lsf.conf parameter	ego.conf parameter
LSF_DYNAMIC_HOST_TIMEOUT	EGO_DYNAMIC_HOST_TIMEOUT
LSF_DYNAMIC_HOST_WAIT_TIME	EGO_DYNAMIC_HOST_WAIT_TIME
LSF_ENABLE_DUALCORE	EGO_ENABLE_DUALCORE
LSF_GET_CONF	EGO_GET_CONF
LSF_GETCONF_MAX	EGO_GETCONF_MAX
LSF_LIM_DEBUG	EGO_LIM_DEBUG
LSF_LIM_PORT	EGO_LIM_PORT
LSF_LOCAL_RESOURCES	EGO_LOCAL_RESOURCES
LSF_LOG_MASK	EGO_LOG_MASK
LSF_MASTER_LIST	EGO_MASTER_LIST
LSF_PIM_INFODIR	EGO_PIM_INFODIR
LSF_PIM_SLEEPTIME	EGO_PIM_SLEEPTIME
LSF_PIM_SLEEPTIME_UPDATE	EGO_PIM_SLEEPTIME_UPDATE
LSF_RSH	EGO_RSH
LSF_STRIP_DOMAIN	EGO_STRIP_DOMAIN
LSF_TIME_LIM	EGO_TIME_LIM

Parameters that have changed in LSF 9

The default for LSF_LIM_PORT has changed to accommodate EGO default port configuration. On EGO, default ports start with lim at 7869, and are numbered consecutively for **pem**, **vemkd**, and **egosc**.

This is different from previous LSF releases where the default LSF_LIM_PORT was 6879. **res**, **sbatchd**, and **mbatchd** continue to use the default pre-version 7 ports 6878, 6881, and 6882.

Upgrade installation preserves any existing port settings for **lim**, **res**, **sbatchd**, and **mbatchd**. EGO **pem**, **vemkd**, and **egosc** use default EGO ports starting at 7870, if they do not conflict with existing **lim**, **res**, **sbatchd**, and **mbatchd** ports.

EGO connection ports and base port

LSF and EGO require exclusive use of certain ports for communication. EGO uses the same four consecutive ports on every host in the cluster. The first of these is called the base port.

The default EGO base connection port is 7869. By default, EGO uses four consecutive ports starting from the base port. By default, EGO uses ports 7869-7872.

The ports can be customized by customizing the base port. For example, if the base port is 6880, EGO uses ports 6880-6883.

LSF and EGO needs the same ports on every host, so you must specify the same base port on every host.

Special resource groups for LSF master hosts

By default, IBM Platform LSF installation defines a special resource group named ManagementHosts for the IBM Platform LSF master host. (In general, IBM Platform LSF master hosts are dedicated hosts; the ManagementHosts EGO resource group serves this purpose.)

IBM Platform LSF master hosts must not be subject to any lend, borrow, or reclaim policies. They must be exclusively owned by the IBM Platform LSF consumer.

The default EGO configuration is such that the LSF_MASTER_LIST hosts and the execution hosts are in different resource groups so that different resource plans can be applied to each group.

Manage LSF daemons through EGO

EGO daemons

Daemons in LSF_SERVERDIR	Description
vemkd	Started by lim on master host
pem	Started by lim on every host
egosc	Started by vemkd on master host

LSF daemons

Daemons in LSF_SERVERDIR	Description
lim	lim runs on every host. On UNIX, lim is either started by lsadmin through rsh/ssh or started through rc file. On Windows, lim is started as a Windows service.
pim	Started by lim on every host
mbatchd	Started by sbatchd on master host
mbschd	Started by mbatchd on master host
sbatchd	Under OS startup mode, sbatchd is either started by lsadmin through rsh/ssh or started through rc file on UNIX. On Windows, sbatchd is started as a Windows service. Under EGO Service Controller mode, sbatchd is started by pem as an EGO service on every host.
res	Under OS startup mode, res is either started by lsadmin through rsh/ssh or started through rc file on UNIX. On Windows, res is started as a Windows service. Under EGO Service Controller mode, res is started by pem as an EGO service on every host.

Operating System daemon control

Opertaing system startup mode is the same as previous releases:

- On UNIX, administrators configure the autostart of **sbatchd** and **res** in the operating system (`/etc/rc` file or `inittab`) and use **lsadmin** and **badmin** to start LSF daemons manually through **rsh** or **ssh**.

- On Windows, **sbatchd** and **res** are started as Windows services.

EGO Service Controller daemon control

Under EGO Service Control mode, administrators configure the EGO Service Controller to start **res** and **sbatchd**, and restart them if they fail.

You can still run **lsadmin** and **badmin** to start LSF manually, but internally, **lsadmin** and **badmin** communicates with the EGO Service Controller, which actually starts **sbatchd** and **res** as EGO services.

If EGO Service Controller management is configured and you run **badmin hshutdown** and **lsadmin resshutdown** to manually shut down LSF, the LSF daemons are not restarted automatically by EGO. You must run `lsadmin resstartup` and `badmin hstartup` to start the LSF daemons manually.

Permissions required for daemon control

To control all daemons in the cluster, you must

- Be logged on as root or as a user listed in the `/etc/lsf.sudoers` file. See the *LSF Configuration Reference* for configuration details of `lsf.sudoers`.
- Be able to run the `rsh` or **ssh** commands across all LSF hosts without having to enter a password. See your operating system documentation for information about configuring the **rsh** and **ssh** commands. The shell command specified by LSF_RSH in `lsf.conf` is used before **rsh** is tried.

Bypass EGO login at startup (lsf.sudoers):
You must be the LSF administrator (`lsfadmin`) or root to configure `lsf.sudoers`.

When LSF daemons control through EGO Service Controller is configured, users must have EGO credentials for EGO to start **res** and **sbatchd** services. By default, **lsadmin** and **badmin** invoke the **egosh** *user logon* command to prompt for the user name and password of the EGO administrator to get EGO credentials.

Configure `lsf.sudoers` to bypass EGO login to start **res** and **sbatchd** automatically. Set the following parameters:

- LSF_EGO_ADMIN_USER—User name of the EGO administrator. The default administrator name is Admin.
- LSF_EGO_ADMIN_PASSWD—Password of the EGO administrator.

Administrative basics

See *Administering and Using IBM EGO* for detailed information about EGO administration.

Set the command-line environment

On Linux hosts, set the environment before you run any LSF or EGO commands. You need to do this once for each session you open. `root`, `lsfadmin`, and `egoadmin` accounts use LSF and EGO commands to configure and start the cluster.

You need to reset the environment if the environment changes during your session, for example, if you run `egoconfig mghost`, which changes the location of some configuration files.

- For **csh** or **tcsh**, use **cshrc.lsf**.

  ```
  source LSF_TOP/conf/cshrc.lsf
  ```

- For **sh**, **ksh**, or **bash**, use **profile.lsf**:
  ```
  . LSF_TOP/conf/profile.lsf
  ```

If Platform EGO is enabled in the LSF cluster (LSF_ENABLE_EGO=Y and LSF_EGO_ENVDIR are defined in lsf.conf), cshrc.lsf and profile.lsf, set the following environment variables:

- EGO_BINDIR
- EGO_CONFDIR
- EGO_ESRVDIR
- EGO_LIBDIR
- EGO_LOCAL_CONFDIR
- EGO_SERVERDIR
- EGO_TOP

See the *Platform EGO Reference* for more information about these variables.

See the *LSF Configuration Reference* for more information about cshrc.lsf and profile.lsf.

Logging and troubleshooting

LSF log files

LSF event and account log location

LSF uses directories for temporary work files, log files and transaction files and spooling.

LSF keeps track of all jobs in the system by maintaining a transaction log in the work subtree. The LSF log files are found in the directory LSB_SHAREDIR/*cluster_name*/logdir.

The following files maintain the state of the LSF system:

lsb.events

LSF uses the lsb.events file to keep track of the state of all jobs. Each job is a transaction from job submission to job completion. LSF system keeps track of everything associated with the job in the lsb.events file.

lsb.events.*n*

The events file is automatically trimmed and old job events are stored in lsb.event.*n* files. When **mbatchd** starts, it refers only to the lsb.events file, not the lsb.events.*n* files. The **bhist** command can refer to these files.

LSF error log location

If the optional LSF_LOGDIR parameter is defined in lsf.conf, error messages from LSF servers are logged to files in this directory.

If LSF_LOGDIR is defined, but the daemons cannot write to files there, the error log files are created in /tmp.

If LSF_LOGDIR is not defined, errors are logged to the system error logs (**syslog**) using the LOG_DAEMON facility. **syslog** messages are highly configurable, and

the default configuration varies widely from system to system. Start by looking for the file /etc/syslog.conf, and read the man pages for **syslog(3)** and **syslogd(1)**.

If the error log is managed by **syslog**, it is probably already being automatically cleared.

If LSF daemons cannot find lsf.conf when they start, they will not find the definition of LSF_LOGDIR. In this case, error messages go to **syslog**. If you cannot find any error messages in the log files, they are likely in the **syslog**.

LSF daemon error logs

LSF log files are reopened each time a message is logged, so if you rename or remove a daemon log file, the daemons will automatically create a new log file.

The LSF daemons log messages when they detect problems or unusual situations.

The daemons can be configured to put these messages into files.

The error log file names for the LSF system daemons are:

- res.log.*host_name*
- sbatchd.log.*host_name*
- mbatchd.log.*host_name*
- mbschd.log.*host_name*

LSF daemons log error messages in different levels so that you can choose to log all messages, or only log messages that are deemed critical. Message logging for LSF daemons is controlled by the parameter LSF_LOG_MASK in lsf.conf. Possible values for this parameter can be any log priority symbol that is defined in /usr/include/sys/syslog.h. The default value for LSF_LOG_MASK is LOG_WARNING.

LSF log directory permissions and ownership

Ensure that the permissions on the LSF_LOGDIR directory to be writable by root. The LSF administrator must own LSF_LOGDIR.

EGO log files

Log files contain important run-time information about the general health of EGO daemons, workload submissions, and other EGO system events. Log files are an essential troubleshooting tool during production and testing.

The naming convention for most EGO log files is the name of the daemon plus the host name the daemon is running on.

The following table outlines the daemons and their associated log file names. Log files on Windows hosts have a .txt extension.

Daemon	Log file name
ESC (EGO Service Controller)	esc.log.*hostname*
named	named.log.*hostname*
PEM (Process Execution Manager)	pem.log.*hostname*

Daemon	Log file name
VEMKD (Platform LSF Kernel Daemon)	`vemkd.log.`*`hostname`*
WSG (Web Service Gateway)	`wsg.log`

Most log entries are informational in nature. It is not uncommon to have a large (and growing) log file and still have a healthy cluster.

EGO log file locations

By default, most Platform LSF log files are found in *LSF_LOGDIR* .

- The service controller log files are found in `LSF_LOGDIR/ego/`*`cluster_name`*`/eservice/esc/log (Linux)` or `LSF_LOGDIR\ego\`*`cluster_name`*`\eservice\esc\log (Windows)`.
- Web service gateway log files are found in
  `LSF_LOGDIR/ego/`*`cluster_name`*`/eservice/wsg/log` (Linux)
  `LSF_LOGDIR\ego\`*`cluster_name`*`\eservice\wsg\log` (Windows)
- The service directory log files, logged by BIND, are found in
  `LSF_LOGDIR/ego/`*`cluster_name`*`/eservice/esd/conf/named/namedb/named.log.`*`hostname`* (Linux)
  `LSF_LOGDIR\ego\`*`cluster_name`*`\eservice\esd\conf\named\namedb\named.log.`*`hostname`* (Windows)

EGO log entry format

Log file entries follow the format

`date time_zone log_level` [*`process_id:thread_id`*] *`action:description/message`*

where the date is expressed in YYYY-MM-DD hh-mm-ss.sss.

For example, `2006-03-14 11:02:44.000 Eastern Standard Time ERROR [2488:1036] vemkdexit: vemkd is halting`.

EGO log classes

Every log entry belongs to a log class. You can use log class as a mechanism to filter log entries by area. Log classes in combination with log levels allow you to troubleshoot using log entries that only address, for example, configuration.

Log classes are adjusted at run time using **egosh debug**.

Valid logging classes are as follows:

Class	Description
LC_ALLOC	Logs messages related to the resource allocation engine
LC_AUTH	Logs messages related to users and authentication
LC_CLIENT	Logs messages related to clients
LC_COMM	Logs messages related to communications
LC_CONF	Logs messages related to configuration

Class	Description
LC_CONTAINER	Logs messages related to activities
LC_EVENT	Logs messages related to the event notification service
LC_MEM	Logs messages related to memory allocation
LC_PEM	Logs messages related to the process execution manager (pem)
LC_PERF	Logs messages related to performance
LC_QUERY	Logs messages related to client queries
LC_RECOVER	Logs messages related to recovery and data persistence
LC_RSRC	Logs messages related to resources, including host status changes
LC_SYS	Logs messages related to system calls
LC_TRACE	Logs the steps of the program

EGO log levels

There are nine log levels that allow administrators to control the level of event information that is logged.

When you are troubleshooting, increase the log level to obtain as much detailed information as you can. When you are finished troubleshooting, decrease the log level to prevent the log files from becoming too large.

Valid logging levels are as follows:

Number	Level	Description
0	LOG_EMERG	Log only those messages in which the system is unusable.
1	LOG_ALERT	Log only those messages for which action must be taken immediately.
2	LOG_CRIT	Log only those messages that are critical.
3	LOG_ERR	Log only those messages that indicate error conditions.
4	LOG_WARNING	Log only those messages that are warnings or more serious messages. This is the default level of debug information.
5	LOG_NOTICE	Log those messages that indicate normal but significant conditions or warnings and more serious messages.
6	LOG_INFO	Log all informational messages and more serious messages.
7	LOG_DEBUG	Log all debug-level messages.
8	LOG_TRACE	Log all available messages.

EGO log level and class information retrieved from configuration files

When EGO is enabled, the **pem** and **vemkd** daemons read `ego.conf` to retrieve the following information (as corresponds to the particular daemon):

- EGO_LOG_MASK: The log level used to determine the amount of detail logged.
- EGO_DEBUG_PEM: The log class setting for pem.
- EGO_DEBUG_VEMKD: The log class setting for vemkd.

The **wsg** daemon reads `wsg.conf` to retrieve the following information:

- WSG_PORT: The port on which the Web service gateway (WebServiceGateway) should run
- WSG_SSL: Whether the daemon should use Secure Socket Layer (SSL) for communication.
- WSG_DEBUG_DETAIL: The log level used to determine the amount of detail logged for debugging purposes.
- WSG_LOGDIR: The directory location where `wsg.log` files are written.

The service director daemon (**named**) reads `named.conf` to retrieve the following information:

- logging, severity: The configured severity log class controlling the level of event information that is logged (critical, error, warning, notice, info, debug, or dynamic). In the case of a log class set to debug, a log level is required to determine the amount of detail logged for debugging purposes.

Why do log files grow so quickly?

Every time an EGO system event occurs, a log file entry is added to a log file. Most entries are informational in nature, except when there is an error condition. If your log levels provide entries for all information (for example, if you have set them to LOG_DEBUG), the files will grow quickly.

Suggested settings:

- During regular EGO operation, set your log levels to LOG_WARNING. With this setting, critical errors are logged but informational entries are not, keeping the log file size to a minimum.
- For troubleshooting purposes, set your log level to LOG_DEBUG. Because of the quantity of messages you will receive when subscribed to this log level, change the level back to LOG_WARNING as soon as you are finished troubleshooting.

Note:

If your log files are too long, you can always rename them for archive purposes. New, fresh log files will then be created and will log all new events.

How often should I maintain log files?

The growth rate of the log files is dependent on the log level and the complexity of your cluster. If you have a large cluster, daily log file maintenance may be required.

We recommend using a log file rotation utility to do unattended maintenance of your log files. Failure to do timely maintenance could result in a full file system

which hinders system performance and operation.

Troubleshoot using multiple EGO log files

EGO log file locations and content

If a service does not start as expected, open the appropriate service log file and review the run-time information contained within it to discover the problem. Look for relevant entries such as insufficient disk space, lack of memory, or network problems that result in unavailable hosts.

Log file	Default location	What it contains
esc.log	Linux: LSF_LOGDIR/esc.log.*host_name* Windows: LSF_LOGDIR\esc.log.*host_name*	Logs service failures and service instance restarts based on availability plans.
named.log	Linux: LSF_LOGDIR/named.log.*host_name* Windows: LSF_LOGDIR\named.log.*host_name*	Logs information gathered during the updating and querying of service instance location; logged by BIND, a DNS server.
pem.log	Linux: LSF_LOGDIR/pem.log.*host_name* Windows: LSF_LOGDIR\pem.log.*host_name*	Logs remote operations (start, stop, control activities, failures). Logs tracked results for resource utilization of all processes associated with the host, and information for accounting or chargeback.
vemkd.log	Linux: LSF_LOGDIR/vemkd.log.*host_name* Windows: LSF_LOGDIR\vemkd.log.*host_name*	Logs aggregated host information about the state of individual resources, status of allocation requests, consumer hierarchy, resources assignment to consumers, and started operating system-level process.
wsg.log	Linux: LSF_LOGDIR/wsg.log.*host_name* Windows: LSF_LOGDIR\wsg.log.*host_name*	Logs service failures surrounding web services interfaces for web service clients (applications).

Match service error messages and corresponding log files

If you receive this message...	This may be the problem...	Review this log file
failed to create vem working directory	Cannot create work directory during startup	vemkd
failed to open lock file	Cannot get lock file during startup	vemkd
failed to open host event file	Cannot recover during startup because cannot open event file	vemkd
lim port is not defined	EGO_LIM_PORT in ego.conf is not defined	lim
master candidate can not set GET_CONF=lim	Wrong parameter defined for master candidate host (for example, EGO_GET_CONF=LIM)	lim

If you receive this message...	This may be the problem...	Review this log file
`there is no valid host in EGO_MASTER_LIST`	No valid host in master list	lim
`ls_getmyhostname fails`	Cannot get local host name during startup	pem
`temp directory (%s) not exist or not accessible, exit`	Tmp directory does not exist	pem
`incorrect EGO_PEM_PORT value %s, exit`	EGO_PEM_PORT is a negative number	pem
`chdir(%s) fails`	Tmp directory does not exist	esc
`cannot initialize the listening TCP port %d`	Socket error	esc
`cannot log on`	Log on to vemkd failed	esc
`vem_register: error in invoking vem_register function`	VEM service registration failed	wsg
`you are not authorized to unregister a service`	Either you are not authorized to unregister a service, or there is no registry client	wsg
`request has invalid signature: TSIG service.ego: tsig verify failure (BADTIME)`	Resource record updating failed	named

Frequently asked questions

Question

Does LSF 9 on EGO support a grace period when reclamation is configured in the resource plan?

Answer

No. Resources are immediately reclaimed even if you set a resource reclaim grace period.

Question

Does LSF 9 on EGO support upgrade of the master host only?

Answer

Yes

Question

Under EGO Service Controller daemon management mode on Windows, does PEM start sbatchd and res directly or does it ask Windows to start sbatchd and res as Windows Services?

Answer

On Windows, LSF still installs sbatchd and res as Windows services. If EGO Service Controller daemon control is selected during installation, the Windows service will be set up as Manual. PEM will start up the sbatchd and res directly, not as Windows Services.

Question

What's the benefit of LSF daemon management through the EGO Service Controller?

Answer

EGO Service Controller provides High Availability services to sbatchd and res, and faster cluster startup than startup with lsadmin and badmin.

Question

How does the hostsetup script work in LSF 9?

Answer

LSF 9 **hostsetup** script functions essentially the same as previous versions. It sets up a host to use the LSF cluster and configures LSF daemons to start automatically. In LSF 9, running **hostsetup --top=/path --boot="y"** will check the EGO service defination files sbatchd.xml and res.xml. If **res** and **sbatchd** startup is set to "Automatic", the host rc setting will only start **lim**. If set to "Manual", the host rc setting will start **lim**, **sbatchd**, and **res** as in previous versions.

Question

Is non-shared mixed cluster installation supported, for example, adding UNIX hosts to a Windows cluster, or adding Windows hosts to a UNIX cluster?

Answer

In LSF 9, non-shared installation is supported. For example, to add a UNIX host to a Windows cluster, set up the Windows cluster first, then run **lsfinstall -s -f slave.config**. In `slave.config`, put the Windows hosts in LSF_MASTER_LIST. After startup, the UNIX host will become an LSF host. Adding a Windows host is even simpler. Run the Windows installer, enter the current UNIX master host name. After installation, all daemons will automatically start and the host will join the cluster.

Question

As EGO and LSF share base configuration files, how are other resources handled in EGO in addition to hosts and slots?

Answer

Same as previous releases. LSF 9 **mbatchd** still communicates with LIM to get available resources. By default, LSF can schedule jobs to make use of all resources started in cluster. If EGO-enabled SLA scheduling is configured, LSF only schedules jobs to use resources on hosts allocated by EGO.

Question

How about compatibility for external scripts and resources like elim, melim, esub and others?

Answer

LSF 9 supports full compatibility for these external executables. `elim.xxx` is started under LSF_SERVERDIR as usual. By default, LIM is located under LSF_SERVERDIR.

Question

Can Platform LSF MultiCluster share one EGO base?

Answer

No, each LSF cluster must run on top of one EGO cluster.

Question

Can EGO consumer policies replace MultiCluster lease mode?

Answer

Conceptually, both define resource borrowing and lending policies. However, current EGO consumer policies can only work with slot resources within one EGO cluster. MultiCluster lease mode supports other load indices and external resources between multiple clusters. If you are using MultiCluster lease mode to share only slot resources between clusters, and you are able to merge those clusters into a single cluster, you should be able to use EGO consumer policy and submit jobs to EGO-enabled SLA scheduling to achieve the same goal.

LSF Integrations

Using LSF with SGI Cpusets

Platform LSF makes use of SGI cpusets to enforce processor limits for LSF jobs. When a job is submitted, LSF creates a cpuset and attaches it to the job before the job starts running, After the job finishes, LSF deallocates the cpuset. If no host meets the CPU requirements, the job remains pending until processors become available to allocate the cpuset.

About SGI cpusets

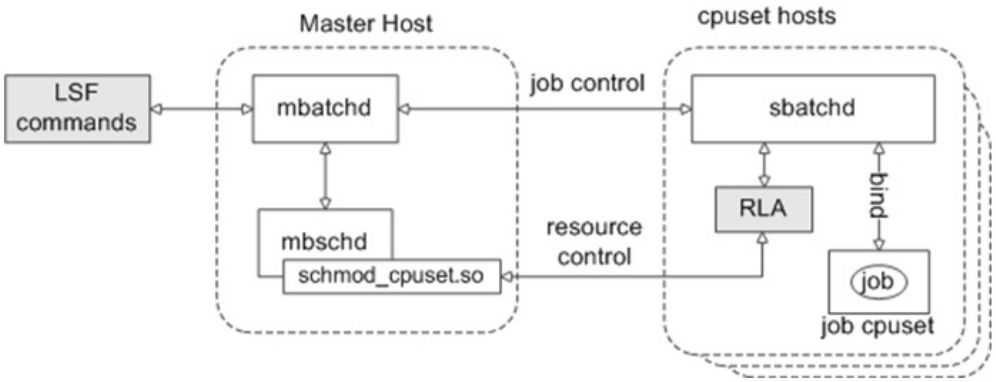
An SGI cpuset is a named set of CPUs. The processes attached to a cpuset can only run on the CPUs belonging to that cpuset.

How LSF uses cpusets

LSF uses two types of cpusets:

- Dynamic cpusets: Jobs are attached to a cpuset dynamically created by LSF. The cpuset is deleted when the job finishes or exits. If not specified, the default cpuset type is dynamic.
- Static cpusets: Jobs are attached to a static cpuset specified by users at job submission. This cpuset is not deleted when the job finishes or exits. Specifying a cpuset name at job submission implies that the cpuset type is static. If the static cpuset does not exist, the job will remain pending until LSF detects a static cpuset with the specified name.

The following diagram shows the system architecture:



Cpusets can be created and deallocated dynamically out of available machine resources. Not only does the cpuset provide containment, so that a job requiring a specific number of CPUs will only run on those CPUs, but also reservation, so that the required number of CPUs are guaranteed to be available only for the job they are allocated to.

LSF can be configured to make use of SGI cpusets to enforce processor limits for LSF jobs. When a job is submitted, LSF creates a cpuset and attaches it to the job when the job is scheduled. After the job finishes, LSF deallocates the cpuset. If no host meets the CPU requirements, the job remains pending until processors become available to allocate the cpuset.

Assumptions and limitations

- When LSF selects cpuset jobs to preempt, **MINI_JOB** and **LEAST_RUN_TIME** are ignored in the **PREEMPT_FOR** parameter in `lsb.params`.
- When using cpusets, LSF schedules jobs based on the number of slots assigned to the hosts instead of the number of CPUs. The lsb.params parameter setting **PARALLEL_SCHED_BY_SLOTS=N** has no effect.
- Preemptable queue preference is not supported.
- Before upgrading from a previous version, clusters must be drained of all running jobs (especially cpuset hosts).
- The new cpuset integration cannot coexist with the old integration within the same cluster.
- Under the MultiCluster lease model, both clusters must use the same version of the cpuset integration.
- Since backfill and slot reservation are based on an entire host, they may not work correctly if your cluster contains hosts that use both static and dynamic cpusets or multiple static cpusets.
- Jobs submitted to a chunk job queue are not chunked together, but run as individual LSF jobs inside a dynamic cpuset.
- When LSF selects cpuset jobs to preempt, specialized preemption preferences, such as **MINI_JOB** and **LEAST_RUN_TIME** in the **PREEMPT_FOR** parameter in `lsb.params` and others are ignored when slot preemption is required.
- Preemptable queue preference is not supported.
- Job pre-execution programs run within the job cpuset, since they are part of the job. By default, post-execution programs run outside of the job cpuset.
- If **JOB_INCLUDE_POSTPROC=Y** is specified in `lsb.applications`, post- execution processing is not attached to the job cpuset, and Platform LSF does not release the cpuset until post-execution processing has finished.

- Jobs suspended (for example, with **bstop**) will release their cpusets.
- Jobs running in a cpuset cannot be resized.

SGI MPI jobs

To run mulithost MPI applications, you must also enable rsh without password prompts between hosts:

- The remote host must defined in the **arrayd** configuration.
- Configure `.rhosts` so that rsh does not require a password.

Forcing a cpuset job to run

The administrator must use **brun -c** to force a cpuset job to run. If the job is forced to run on non-cpuset hosts, or if any host in the host list specified with -m is not a cpuset host, -extsched cpuset options are ignored and the job runs with no cpusets allocated.

If the job is forced to run on a cpuset host:

- For dynamic cpusets: LSF allocates a dynamic cpuset without any cpuset options and runs the job inside the dynamic cpuset.
- For static cpusets: LSF runs the job in static cpuset. If the specific static cpuset does not exsit, the job is requeued.

Configuring LSF with SGI Cpusets

Automatic configuration at installation and upgrade

During installation and upgrade, **lsfinstall** adds the **schmod_cpuset** external scheduler plugin module name to the PluginModule section of `lsb.modules`:

```
Begin PluginModule
SCH_PLUGIN          RB_PLUGIN       SCH_DISABLE_PHASES
schmod_default          ()                  ()
schmod_cpuset           ()                  ()
End PluginModule
```

The **schmod_cpuset** plugin name must be configured after the standard LSF plugin names in the PluginModule list. For upgrade, **lsfinstall** comments out the **schmod_topology** external scheduler plugin name in the PluginModule section of `lsb.modules`.

During installation and upgrade, **lsfinstall** sets the following parameters in `lsf.conf`:

- **LSF_ENABLE_EXTSCHEDULER=Y**: LSF uses an external scheduler for cpuset allocation.
- **LSB_CPUSET_BESTCPUS=Y**: LSF schedules jobs based on the shortest CPU radius in the processor topology using a best-fit algorithm for cpuset allocation.
- **LSB_SHORT_HOSTLIST=1**: Displays an abbreviated list of hosts in **bjobs** and **bhist** for a parallel job where multiple processes of a job are running on a host. Multiple processes are displayed in the following format:

  `processes*hostA`

For upgrade, **lsfinstall** comments out the following obsolete parameters in `lsf.conf`, and sets the corresponding RLA configuration:

- **LSF_TOPD_PORT=port_number**, replaced by **LSB_RLA_PORT=port_number**, using the same value as **LSF_TOPD_PORT**. The **port_number** is the TCP port used for communication between the LSF topology adapter (RLA) and sbatchd. The default port number is 6883.
- **LSF_TOPD_WORKDIR=directory** parameter, replaced by **LSB_RLA_WORKDIR=directory** parameter, using the same value as **LSF_TOPD_WORKDIR**. The directory is the location of the status files for RLA, which allows RLA to recover its original state when it restarts. When RLA first starts, it creates the directory defined by **LSB_RLA_WORKDIR** if it does not exist, then creates subdirectories for each host.

During installation and upgrade, **lsfinstall** defines the cpuset Boolean resource in **lsf.shared**:

```
Begin Resource
RESOURCENAME   TYPE     INTERVAL  INCREASING   DESCRIPTION
...
cpuset         Boolean  ()        ()           (cpuset host)
...
End Resource
```

You should add the cpuset resource name under the RESOURCES column of the Host section of lsf.cluster.cluster_name. Hosts without the cpuset resource specified are not considered for scheduling cpuset jobs. For each cpuset host, **hostsetup** adds the cpuset Boolean resource to the HOST section of lsf.cluster.cluster_name.

Optional configuration

When configuring lsb.queues:

- **MANDATORY_EXTSCHED=CPUSET[cpuset_options]** sets required cpuset properties for the queue. **MANDATORY_EXTSCHED** options override -extsched options used at job submission.
- **DEFAULT_EXTSCHED=CPUSET[cpuset_options]** Sets default cpuset properties for the queue if the -extsched option is not used at job submission. -extsched options override the options set in **DEFAULT_EXTSCHED**.
- In some pre-defined LSF queues, such as normal, the default **MEMLIMIT** is set to 5000 (5 MB). However, if **ULDB** is enabled (**LSF_ULDB_DOMAIN** is defined), the **MEMLIMIT** should be set greater than 8000.

When configuring lsf.conf:

- **LSB_RLA_UPDATE=seconds** specifies how often the LSF scheduler refreshes cpuset information from RLA. The default is 600 seconds.
- **LSB_RLA_WORKDIR=directory** specifies the directory where the status files for RLA are located. This allows RLA to recover its original state when it restarts. When RLA first starts, it creates the directory defined by **LSB_RLA_WORKDIR** if it does not exist, then creates subdirectories for each host.

  Avoid using **/tmp** or any other directory that is automatically cleaned up by the system. Unless your installation has restrictions on the **LSB_SHAREDIR** directory, you should use the default:

  LSB_SHAREDIR/cluster_name/rla_workdir

  Do not use a CXFS file system for **LSB_RLA_WORKDIR**.
- **LSF_PIM_SLEEPTIME_UPDATE=Y**: This parameter reduces communication traffic between **sbatchd** and PIM on the same host. When this parameter is defined:
  - **sbatchd** does not query PIM immediately as it needs information; it will only query PIM every **LSF_PIM_SLEEPTIME** seconds.

- **sbatchd** may be intermittently unable to retrieve process information for jobs whose run time is smaller than **LSF_PIM_SLEEPTIME**.
- It may take longer to view resource usage with **bjobs -l**.

By default, Linux sets the maximum file descriptor limit to 1024. This value is too small for jobs using more than 200 processes. To avoid MPI job failure, specify a larger file descriptor limit. For example:

```
# /etc/init.d/lsf sto
# ulimit -n 16384
# /etc/init.d/lsf start
```

Any host with more than 200 CPUs should start the LSF daemons with the larger file descriptor limit.

Resources for dynamic and static cpusets

If your environment uses both static and dynamic cpusets or you have more than one static cpuset configured, you must configure decreasing numeric resources to represent the cpuset count, and use `-R "rusage"` in job submission. This allows preemption, and also lets you control number of jobs running on static and dynamic cpusets or on each static cpuset.

To configure cpuset resources:

1. Edit `lsf.shared` and configure resources for cpusets and configure resources for static cpusets and non-static cpusets. For example:

   ```
   Begin Resource
   RESOURCENAME  TYPE  INTERVAL  INCREASING  DESCRIPTION  #  Keywords
   ...
   dcpus         Numeric ()       N
   scpus         Numeric ()       N
   End Resource
   ```

   Where:

   - dcpus is the number CPUs outside static cpusets (that is the total number of CPUs minus the number of CPUs in static cpusets).
   - scpus is the number of CPUs in static cpusets. For static cpusets, configure a separate resource for each static cpuset. You should use the cpuset name as the resource name.

   The names dcpus and scpus can be any name.

2. Edit `lsf.cluster.cluster_name` to map the resources to hosts. For example:

   ```
   Begin ResourceMap
   RESOURCENAME LOCATION
   dcpus (4@[hosta]) # total cpus - cpus in static cpusets
   scpus (8@[hostc]) # static cpusets
   End ResourceMap
   ```

   For dynamic cpuset resources, the value of the resource should be the number of free CPUs on the host; that is, the number of CPUs outside of any static cpusets on the host.

   For static cpuset resources, the number of the resource should be the number of CPUs in the static cpuset.

3. Edit `lsb.params` and configure your cpuset resources as preemptable. For example:

   ```
   Begin Parameters
   ...
   PREEMPTABLE_RESOURCES = scpus dcpus
   End Parameters
   ```

4. Edit `lsb.hosts` and set MXJ greater than or equal to the total number of CPUs in static and dynamic cpusets for which you have configured resources.

Use the following commands to verify your configuration:

```
bhosts -s
RESOURCE   TOTAL   RESERVED   LOCATION
dcpus      4.0      0.0       hostA
scpus      8.0      0.0       hostA

lshosts -s
RESOURCE   VALUE   LOCATION
dcpus      4       hostA
scpus      8       hostA

bhosts
HOST_NAME  STATUS  JL/U  MAX  NJOBS  RUN  SSUSP  USUSP  RSV
hostA      ok       -     -     1     1    0       0     0
```

To submit jobs, use **-R "rusage"** in job submission. This allows preemption, and also lets you control the number of jobs running on static and dynamic cpusets or on each static cpuset.

Configuring default cpuset options

Use the **DEFAULT_EXTSCHED** queue parameter in `lsb.queues` to configure default cpuset options. Use the keyword CPUSET[] to identify the external scheduler parameters.

DEFAULT_EXTSCHED=[SGI_]CPUSET[cpuset_options] specifies default cpuset external scheduling options for the queue. `-extsched` options on the **bsub** command are merged with **DEFAULT_EXTSCHED** options, and `-extsched` options override any conflicting queue-level options set by **DEFAULT_EXTSCHED**.

For example, if the queue specifies:

```
DEFAULT_EXTSCHED=CPUSET[CPUSET_OPTIONS=CPUSET_CPU_EXCLUSIVE]
```

and a job is submitted with:

```
-extsched "CPUSET[CPUSET_TYPE=dynamic;CPU_LIST=1,5,7-12;

CPUSET_OPTIONS=CPUSET_MEMORY_LOCAL]"
```

LSF uses the resulting external scheduler options for scheduling:

```
CPUSET[CPUSET_TYPE=dynamic;CPU_LIST=1, 5, 7-12;

CPUSET_OPTIONS=CPUSET_CPU_EXCLUSIVE CPUSET_MEMORY_LOCAL]
```

DEFAULT_EXTSCHED can be used in combination with **MANDATORY_EXTSCHED** in the same queue. For example, if the job specifies:

```
-extsched "CPUSET[CPU_LIST=1,5,7-12;MAX_CPU_PER_NODE=4]"
```

and the queue specifies:

```
Begin Queue
...
DEFAULT_EXTSCHED=CPUSET[CPUSET_OPTIONS=CPUSET_CPU_EXCLUSIVE]
MANDATORY_EXTSCHED=CPUSET[CPUSET_TYPE=dynamic;MAX_CPU_PER_NODE=2]
...
End Queue
```

LSF uses the resulting external scheduler options for scheduling:

```
CPUSET[CPUSET_TYPE=dynamic;MAX_CPU_PER_NODE=2;CPU_LIST=1, 5,

7-12;CPUSET_OPTIONS=CPUSET_CPU_EXCLUSIVE]
```

If cpuset options are set in **DEFAULT_EXTSCHED**, and you do not want to specify values for these options, use the keyword with no value in the `-extschedoption` of **bsub**. For example, if **DEFAULT_EXTSCHED=CPUSET[MAX_RADIUS=2]**, and you do not want to specify any radius option at all, use `-extsched` **"CPUSET[MAX_RADIUS=]"**.

Configuring mandatory cpuset options

Use the **MANDATORY_EXTSCHED** queue parameter in `lsb.queues` to configure mandatory cpuset options. Use the keyword CPUSET[] to identify the external scheduler parameters.

`-extsched` options on the **bsub** command are merged with **MANDATORY_EXTSCHED** options, and **MANDATORY_EXTSCHED** options override any conflicting job-level options set by `-extsched`.

For example, if the queue specifies:

```
MANDATORY_EXTSCHED=CPUSET[CPUSET_TYPE=dynamic;MAX_CPU_PER_NODE=2]
```

and a job is submitted with:

```
-extsched "CPUSET[MAX_CPU_PER_NODE=4;CPU_LIST=1,5,7-12;]"
```

LSF uses the resulting external scheduler options for scheduling:

```
CPUSET[CPUSET_TYPE=dynamic;MAX_CPU_PER_NODE=2;CPU_LIST=1, 5, 7-12]
```

MANDATORY_EXTSCHED can be used in combination with **DEFAULT_EXTSCHED** in the same queue. For example, if the job specifies:

```
-extsched "CPUSET[CPU_LIST=1,5,7-12;MAX_CPU_PER_NODE=4]"
```

and the queue specifies:

```
Begin Queue
...
DEFAULT_EXTSCHED=CPUSET[CPUSET_OPTIONS=CPUSET_CPU_EXCLUSIVE]
MANDATORY_EXTSCHED=CPUSET[CPUSET_TYPE=dynamic;MAX_CPU_PER_NODE=2]
...
End Queue
```

LSF uses the resulting external scheduler options for scheduling:

```
CPUSET[CPUSET_TYPE=dynamic;MAX_CPU_PER_NODE=2;CPU_LIST=1, 5,

7-12;CPUSET_OPTIONS=CPUSET_CPU_EXCLUSIVE]
```

If you want to prevent users from setting certain cpuset options in the `-extsched` option of **bsub**, use the keyword with no value. For example, if the job is submitted with `-extsched "CPUSET[MAX_RADIUS=2]"`, use `MANDATORY_EXTSCHED=CPUSET[MAX_RADIUS=]` to override this setting.

Priority of topology scheduling options

The options set by -extsched can be combined with the queue-level **MANDATORY_EXTSCHED** or **DEFAULT_EXTSCHED** parameters. If `-extsched` and **MANDATORY_EXTSCHED** set the same option, the **MANDATORY_EXTSCHED** setting is used. If `-extsched` and **DEFAULT_EXTSCHED** set the same options, the `-extsched` setting is used.

Topology scheduling options are applied in the following priority order of level from highest to lowest:

1. Queue-level **MANDATORY_EXTSCHED** options override ...
2. Job level `-ext` options, which override ...
3. Queue-level **DEFAULT_EXTSCHED** options

For example, if the queue specifies:

```
DEFAULT_EXTSCHED=CPUSET[MAX_CPU_PER_NODE=2]
```

and the job is submitted with:

```
bsub -n 4 -ext "CPUSET[MAX_CPU_PER_NODE=1]" myjob
```

The cpuset option in the job submission overrides the **DEFAULT_EXTSCHED**, so the job will run in a cpuset allocated with a maximum of 1 CPU per node, honoring the job- level **MAX_CPU_PER_NODE** option.

If the queue specifies:

```
MANDATORY_EXTSCHED=CPUSET[MAX_CPU_PER_NODE=2]
```

and the job is submitted with:

```
bsub -n 4 -ext "CPUSET[MAX_CPU_PER_NODE=1]" myjob
```

The job will run in a cpuset allocated with a maximum of two CPUs per node, honoring the **MAX_CPU_PER_NODE** option in the queue.

Using LSF with SGI Cpusets

Specifying cpuset properties for jobs

To specify cpuset properties for LSF jobs, use:

- The `-extsched` option of **bsub**.
- **DEFAULT_EXTSCHED** or **MANDATORY_EXTSCHED**, or both, in the queue definition (`lsb.queues`).

If a job is submitted with the `-extsched` option, LSF submits jobs with hold, then resumes the job before dispatching it to give time for LSF to attach the `-extsched` options. The job starts on the first execution host.

The syntax for -extsched is:

```
-ext[sched] "[SGI_]CPUSET[cpuset_options]"
```

This specifies a list of CPUs and cpuset attributes used by LSF to allocate a cpuset for the job. You can abbreviate the -extsched option to -ext. Use keyword CPUSET[] to identify the external scheduler parameters, where **cpuset_options** are:

- CPUSET_TYPE=static |dynamic | none: Specifies the type of cpuset to be allocated. If you specify none, no cpuset is allocated and you cannot specify any other cpuset options, and the job runs outside of any cpuset.
- CPUSET_NAME=name: Name of a static cpuset. If you specify **CPUSET_TYPE=static**, you must provide a cpuset name. If you specify a cpuset name, but specify **CPUSET_TYPE** that is not static, the job is rejected.

The following options are only valid for dynamic cpusets:

- **MAX_RADIUS=radius**: Radius is the maximum cpuset radius the job can accept. If the radius requirement cannot be satisfied the job remains pending. **MAX_RADIUS** implies that the job cannot span multiple hosts. LSF puts each cpuset host into its own group to enforce this when **MAX_RADIUS** is specified.
- **RESUME_OPTION=ORIG_CPUS**: Specifies how LSF should recreate a cpuset when a job is resumed. By default, LSF tries to create the original cpuset when a job resumes. If this fails, LSF tries to create a new cpuset based on the default memory option. *ORIG_CPUS* specifies that the job must be run on the original cpuset when it resumes. If this fails, the job remains suspended.
- **CPU_LIST=cpu_ID_list**: *cpu_ID_list* is a list of CPU IDs separated by commas. The CPU ID is a positive integer or a range of integers. If incorrect CPU IDs are specified, the job remains pending until the specified CPUs are available. You must specify at least as many CPU IDs as the number of CPUs the job requires (**bsub -n**). If you specify more CPU IDs than the job requests, LSF selects the best CPUs from the list.
- **CPUSET_OPTIONS=option_list**: *option_list* is a list of cpuset attributes joined by a pipe (|). If incorrect cpuset attributes are specified, the job is rejected. See Cpuset attributes for supported cpuset options.
- **MAX_CPU_PER_NODE=max_num_cpus**: *max_num_cpus* is the maximum number of CPUs on any one node that will be used by this job. Cannot be used with the NODE_EX option.
- **MEM_LIST=mem_node_list**: **mem_node_list** is a list of memory node IDs separated by commas. The memory node ID is a positive integer or a range of integers. For example:

  ```
  "CPUSET[MEM_LIST=0,1-2]"
  ```

  Incorrect memory node IDs or unavailable memory nodes are ignored when LSF allocates the cpuset.
- **NODE_EX=Y | N**: Allocates whole nodes for the cpuset job. This option cannot be used with the **MAX_CPU_PER_NODE** option.

When a job is submitted using -extsched, LSF creates a cpuset with the specified CPUs and cpuset attributes and attaches it to the processes of the job. The job is then scheduled and dispatched.

Running jobs on specific CPUs

The CPUs available for your jobs may have specific features you need to take advantage of (for example, some CPUs may have more memory, others have a

faster processor). You can partition your machines to use specific CPUs for your jobs, but the cpusets for your jobs cannot cross hosts, and you must run multiple operating systems

You can create static cpusets with the particular CPUs your jobs need, but you cannot control the specific CPUs in the cpuset that the job actually uses.

A better solution is to use the CPU_LIST external scheduler option to request specific CPUs for your jobs. LSF can choose the best set of CPUs from the CPU list to create a cpuset for the job. The best cpuset is the one with the smallest CPU radius that meets the CPU requirements of the job. CPU radius is determined by the processor topology of the system and is expressed in terms of the number of router hops between CPUs.

To make job submission easier, you should define queues with the specific **CPU_LIST** requirements. Set **CPU_LIST** in **MANDATORY_EXTSCHED** or **DEFAULT_EXTSCHED** option in your queue definitions in `lsb.queues`. **CPU_LIST** is interpreted as a list of possible CPU selections, not a strict requirement. For example, if you subit a job with the the `-R "span[ptile]"` option:

```
bsub -R "span[ptile=1]" -ext "CPUSET[CPU_LIST=1,3]" -n2 ...
```

the following combination of CPUs is possible:

CPUs on host 1	CPUs on host 2
1	1
1	3.
3	1
3	3

Cpuset attributes

The following cpuset attributes are supported in the list of cpuset options specified by CPUSET_OPTIONS:

- **CPUSET_CPU_EXCLUSIVE**: Defines a restricted cpuset.
- **CPUSET_MEMORY_LOCAL**: Threads assigned to the cpuset attempt to assign memory only from nodes within the cpuset. Overrides the **MEM_LIST** cpuset option.
- **CPUSET_MEMORY_EXCLUSIVE**: Threads not assigned to the cpuset do not use memory from within the cpuset unless no memory outside the cpuset is available.
- **CPUSET_MEMORY_KERNEL_AVOID**: Kernel attempts to avoid allocating memory from nodes contained in this cpuset.
- **CPUSET_MEMORY_MANDATORY**: Kernel limits all memory allocations to nodes contained in this cpuset.
- **CPUSET_POLICY_PAGE**: Causes the kernel to page user pages to the swap file to free physical memory on the nodes contained in this cpuset. This is the default policy if no other policy is specified. Requires **CPUSET_MEMORY_MANDATORY**.
- **CPUSET_POLICY_KILL**: The kernel attempts to free as much space as possible from kernel heaps, but will not page user pages to the swap file. Requires **CPUSET_MEMORY_MANDATORY**.

Restrictions on **CPUSET_MEMORY_MANDATORY** are:

- **CPUSET_OPTIONS=CPUSET_MEMORY_MANDATORY** implies node-level allocation.
- **CPUSET_OPTIONS=CPUSET_MEMORY_MANDATORY** cannot be used together with **MAX_CPU_PER_NODE=max_num_cpus**.

You should not use the **MPI_DSM_MUSTRUN=ON** environment variable. If a job is suspended through preemption, LSF can ensure that cpusets are recreated with the same CPUs, but it cannot ensure that a certain task will run on a specific CPU. Jobs running with **MPI_DSM_MUSTRUN** cannot migrate to a different part of the machine. **MPI_DSM_MUSTRUN** also interferes with job checkpointing.

Including memory nodes in the allocation

When you specify a list of memory node IDs with the cpuset external scheduler option **MEM_LIST**, LSF creates a cpuset for the job that includes the memory nodes specified by **MEM_LIST** in addition to the local memory attached to the CPUs allocated for the cpuset. For example, if `"CPUSET[MEM_LIST=30-40]"`, and a 2-CPU parallel job is scheduled to run on CPU 0-1 (physically located on node 0), the job is able to use memory on node 0 and nodes 30-40.

Unavailable memory nodes listed in **MEM_LIST** are ignored when LSF allocates the cpuset. For example, a 4-CPU job across two hosts (hostA and hostB) that specifies **MEM_LIST=1** allocates 2 CPUs on each host. The job is scheduled as follows:

- CPU 0 and CPU 1 (memory=node 0, node 1) on hostA
- CPU 0 and CPU 1 (memory=node 0, node 1) on hostB

If hostB only has 2 CPUs, only node 0 is available, and the job will only use the memory on node 0.

MEM_LIST is only available for dynamic cpuset jobs at both the queue level and the command level. When both **MEM_LIST** and **CPUSET_OPTIONS=CPUSET_MEMORY_LOCAL** are both specified for the job, the root cpuset nodes are included as the memory nodes for the cpuset. **MEM_LIST** is ignored, and **CPUSET_MEMORY_LOCAL** overrides **MEM_LIST**.

If **LSB_CPUSET_BESTCPUS** is set in `lsf.conf`, LSF can choose the best set of CPUs that can create a cpuset. The best cpuset is the one with the smallest CPU radius that meets the CPU requirements of the job. CPU radius is determined by the processor topology of the system and is expressed in terms of the number of router hops between CPUs. For better performance, CPUs connected by metarouters are given a relatively high weights so that they are the last to be allocated.

Best-fit and first-fit CPU list

By default, **LSB_CPUSET_BESTCPUS=Y** is set in `lsf.conf`. LSF applies a best-fit algorithm to select the best CPUs available for the cpuset. For example, the following command creates an exclusive cpuset with the 8 best CPUs if available:

```
bsub -n 8 -extsched "CPUSET[CPUSET_OPTIONS=CPUSET_CPU_EXCLUSIVE]" myjob
```

If **LSB_CPUSET_BESTCPUS** is not set in `lsf.conf`, LSF builds a CPU list on a first- fit basis; in this example, the first 8 available CPUs are used.

Use the **MAX_RADIUS** cpuset external scheduler option to specify the maximum radius for dynamic cpuset allocation. If LSF cannot allocate a cpuset with radius

less than or equal to **MAX_RADIUS**, the job remains pending. **MAX_RADIUS** implies that the job cannot span multiple hosts. LSF puts each cpuset host into its own group to enforce this when **MAX_RADIUS** is specified.

The following table shows how the best CPUs are selected:

CPU_LIST	MAX_RADIUS	LSB_CPUSET_BESTCPUS	Algorithm used	Applied to
Specified	Specified or not specified	N	First fit	CPUs in CPU_LIST
Not specified	Specified or not specified	N	First fit	All cpus in system
Specified	Specified	Y	Max radius	CPUs in CPU_LIST
Not specified	Specified	Y	Max radius	All cpus in system
Specified	Not specified	Y	Best fit	CPUs in CPU_LIST
Not specified	Not specified	Y	Best fit	All cpus in system

How cpuset jobs are suspended and resumed

When a cpuset job is suspended (for example, with bstop), job processes are moved out of the cpuset and the job cpuset is destroyed. LSF keeps track of which processes belong to the cpuset, and attempts to recreate a job cpuset when a job is resumed, and binds the job processes to the cpuset.

When a job is resumed, regardless of how it was suspended, the **RESUME_OPTION** is honored. If **RESUME_OPTION=ORIG_CPUS** then LSF first tries to get the original CPUs from the same nodes as the original cpuset in order to use the same memory. If this does not get enough CPUs to resume the job, LSF tries to get any CPUs in an effort to get the job resumed.

SGI supports memory migration and does not require additional configuration to enable this feature. If you submit and then suspend a job using a dynamic cpuset, LSF will create a new dynamic cpuset when the job resumes. The memory pages for the job are migrated to the new cpuset as required.

For example, assume a host with 2 nodes, 2 CPUs per node (total of 4 CPUs):

Node	CPUs
0	0 1
1	2 3

When a job running within a cpuset that contains cpu 1 is suspended:

1. The job processes are detached from the cpuset and suspended.
2. The cpuset is destroyed.

When the job is resumed:

1. A cpuset with the same name is recreated.
2. The processes are resumed and attached to the cpuset.

The RESUME_OPTION parameter determines which CPUs are used to recreate the cpuset:

- If **RESUME_OPTION=ORIG_CPUS**, only CPUs from the same nodes originally used are selected.
- If **RESUME_OPTION** is not **ORIG_CPUS** LSF will first attempt to use cpus from the original nodes to minimize memory latency. If this is not possible, any free CPUs from the host will be considered.

If the job originally had a cpuset containing cpu 1, the possibilities when the job is resumed are:

RESUME_OPTION	**Eligible CPUs**
ORIG_CPUS	0 1
not **ORIG_CPUS**	0 1 2 3

Viewing cpuset information for your jobs

The **bacct -l**, **bjobs -l**, and **bhist -l** commands display the following information for jobs:

- **CPUSET_TYPE=***static* | *dynamic* | *none*
- **NHOSTS=***number*
- **HOST=***host_name*
- **CPUSET_NAME=***cpuset_name*
- **NCPUS=***num_cpus*: The number of actual CPUs in the cpuset; can be greater than the number of slots.

For example:

```
bjobs -l 221

Job <221>, User <user1>, Project <default>, Status <DONE>, Queue <normal>, Command <myjob>
Thu Dec 15 14:19:54 2009: Submitted from host <host>, CWD <$HOME>, 2 Processors Requested;
Thu Dec 15 14:19:57 2009: Started on 2 Hosts/Processors <2*hostA>,
                          Execution Home </home/user1>, Execution CWD
                          </home/user1>
Thu Dec 15 14:19:57 2009:
CPUSET_TYPE=dynamic;NHOSTS=1;HOST=hostA;CPUSET_NAME=
                    /reg62@221;NCPUS=2;
Thu Dec 15 14:20:03 2009: Done successfully. The CPU time used is 0.0 seconds

SCHEDULING PARAMETERS:
           r15s   r1m  r15m   ut      pg    io   ls    it    tmp    swp   mem
 loadSched   -     -     -     -       -     -    -     -     -      -     -
 loadStop    -     -     -     -       -     -    -     -     -      -     -

 EXTERNAL MESSAGES:
 MSG_ID FROM       POST_TIME      MESSAGE              ATTACHMENT
 0        -           -              -                    -
 1        -           -              -                    -
 2      root       Dec 15 14:19   JID=0x118f; ASH=0x0      N

bhist -l 221
Job <221>, User <user1>, Project <default>, Command <myjob>
Thu Dec 15 14:19:54 2009: Submitted from host <hostA>, to Queue <normal>,
```

```
                        CWD <$HOME>, 2 Processors Requested;
Thu Dec 15 14:19:57 2009: Dispatched to 2 Hosts/Processors <2*hostA>
Thu Dec 15 14:19:57 2009:
CPUSET_TYPE=dynamic;NHOSTS=1;HOST=hostA
                    ;CPUSET_NAME=/reg62@221;NCPUS=2;
Thu Dec 15 14:19:57 2009: Starting (Pid 4495);
Thu Dec 15 14:19:57 2009: External Message "JID=0x118f; ASH=0x0" was posted
from "root" to message box 2;
Thu Dec 15 14:20:01 2009: Running with execution home </home/user1>
Execution CWD </home/user1>, Execution Pid <4495>
Thu Dec 15 14:20:01 2009: Done successfully. The CPU time used is 0.0 seconds
Thu Dec 15 14:20:03 2009: Post job process done successfully;

Summary of time in seconds spent in various states by  Thu Dec 15 14:20:03
  PEND     PSUSP    RUN      USUSP    SSUSP    UNKWN    TOTAL
  3        0        4        0        0        0        7

bacct -l 221
Accounting information about jobs that are:
  - submitted by all users.
  - accounted on all projects.
  - completed normally or exited
  - executed on all hosts.
  - submitted to all queues.
  - accounted on all service classes.

Job <221>, User <user1>, Project <default>, Status <DONE>, Queue <normal>, Command <myjob>
Thu Dec 15 14:19:54 2009: Submitted from host <hostA>, CWD <$HOME>
Thu Dec 15 14:19:57 2009: Dispatched to 2 Hosts/Processors <2*hostA>
Thu Dec 15 14:19:57 2009:
CPUSET_TYPE=dynamic;NHOSTS=1;HOST=hostA;CPUSET_NAME=/reg62@221;NCPUS=2;
Thu Dec 15 14:20:01 2009: Completed <done>

Accounting information about this job:
     CPU_T     WAIT     TURNAROUND   STATUS     HOG_FACTOR    MEM    SWAP
      0.03        3              7     done         0.0042     0K      0K

SUMMARY:      ( time unit: second )
 Total number of done jobs:       1      Total number of exited jobs:     0
 Total CPU time consumed:       0.0      Average CPU time consumed:     0.0
 Maximum CPU time of a job:     0.0      Minimum CPU time of a job:     0.0
 Total wait time in queues:     3.0
 Average wait time in queue:    3.0
 Maximum wait time in queue:    3.0      Minimum wait time in queue:    3.0
 Average turnaround time:         7      (seconds/job)
 Maximum turnaround time:         7      Minimum turnaround time:         7
 Average hog factor of a job:  0.00      (cpu time / turnaround time)
 Maximum hog factor of a job:  0.00      Minimum hog factor of a job:  0.00
```

Use **brlainfo** to display topology information for a cpuset host. It displays:

- Cpuset host name
- Cpuset host type
- Total number of CPUs
- Free CPUs
- Total number of nodes
- Free CPUs per node
- Available CPUs with a given radius
- List of static cpusets

For example:

```
brlainfo
HOSTNAME   CPUSET_OS  NCPUS  NFREECPUS NNODES  NCPU/NODE NSTATIC_CPUSETS
hostA      Linux  x64 10      2         1       2         0
hostB      Linux  x64  4      4         2       2         0
hostC      Linux  x64  4      3         2       2         0

brlainfo -l
HOST: hostC
CPUSET_OS   NCPUS  NFREECPUS NNODES  NCPU/NODE NSTATIC_CPUSETS
Linux x64   4      3         2       2         0
FREE CPU LIST: 0-2
NFREECPUS ON EACH NODE: 2/0,1/1
STATIC CPUSETS: NO STATIC CPUSETS
CPU_RADIUS: 2,3,3,3,3,3,3,3
```

The following are some examples:

- To specify a dynamic cpuset:

  ```
  bsub -n 8 -extsched "CPUSET[CPUSET_TYPE=dynamic;CPU_LIST=1, 5, 7-12;]"
  myjob
  ```

- If **CPUSET_TYPE** is not specified, the default cpuset type is dynamic, jobs are attached to a cpuset dynamically created by LSF. The cpuset is deleted when the job finishes or exits.

  ```
  bsub -R "span[hosts=1]" -n 8 -extsched "CPUSET[CPU_LIST=1, 5, 7-12;]"
  myjob
  ```

- To specify a list of CPUs for an exclusive cpuset:

  ```
  bsub -n 8 -extsched "CPUSET[CPU_LIST=1, 5, 7-12;
  CPUSET_OPTIONS=CPUSET_CPU_EXCLUSIVE|CPUSET_MEMORY_LOCAL]" myjob
  ```

  The job myjob will succeed if CPUs 1, 5, 7, 8, 9, 10, 11, and 12 are available

- To specify a static cpuset:

  ```
  bsub -n 8 -extsched "CPUSET[CPUSET_TYPE=static; CPUSET_NAME=MYSET]" myjob
  ```

  Jobs are attached to a static cpuset specified by users at job submission. This cpuset is not deleted when the job finishes or exits.

- Run a job without using any cpuset:

  ```
  bsub -n 8 -extsched "CPUSET[CPUSET_TYPE=none]" myjob
  ```

When using preemption, jobs can request static cpusets:

- `bsub -n 4 -q low rusage[scpus=4]" -extsched "CPUSET[CPUSET_NAME=MYSET]"`
- `sleep 1000`
- `bsub -n 4 -q low rusage[scpus=4]" -extsched "CPUSET[CPUSET_NAME=MYSET]"`
- `sleep 1000`

After these two jobs start running, submit a job to a high priority queue:

```
bsub -n 4 -q high rusage[scpus=4]" -

extsched "CPUSET[CPUSET_NAME=MYSET]"

sleep 1000
```

The most recent job running on the low priority queue (job 102) is preempted by the job submitted to the high priority queue (job 103):

```
bjobs
JOBID  USER    STAT  QUEUE   FROM_HOST  EXEC_HOST  JOB_NAME  SUBMIT_TIME
103    user1   RUN   high    hosta      4*hosta    *eep 1000 Jan 22 08:24
```

```
101    user1   RUN   low     hosta      4*hosta    *eep 1000 Jan 22 08:23
102    user1   SSUSP low     hosta      4*hosta    *eep 1000 Jan 22 08:23

bhosts -s
RESOURCE      TOTAL      RESERVED    LOCATION
dcpus         4.0          0.0        hosta
scpus         0.0          8.0        hosta
```

When using preemption, jobs can also request dynamic cpusets:

```
bsub -q high rusage[dcpus=1]" -n 3 -extsched "CPUSET[CPU_LIST=1,2,3]" sleep 1000

bhosts -s
RESOURCE       TOTAL    RESERVED    LOCATION
dcpus           3.0       1.0       hostA
scpus           8.0       0.0       hostA
```

Using SGI Comprehensive System Accounting facility (CSA)

The SGI Comprehensive System Accounting facility (CSA) provides data for collecting per-process resource usage, monitoring disk usage, and chargeback to specific login accounts. If is enabled on your system, LSF writes records for LSF jobs to CSA. SGI CSA writes an accounting record for each process in the `pacct` file, which is usually located in the `/var/adm/acct/day` directory. SGI system administrators then use the **csabuild** command to organize and present the records on a job by job basis. For each job running on the SGI system, LSF writes an accounting record to CSA when the job starts and when the job finishes. LSF daemon accounting in CSA starts and stops with the LSF daemon.

Setting up SGI CSA

To specify cpuset properties for LSF jobs, use:

1. Enable the following parameters in `/etc/csa.conf`:
   - **CSA_STA**
   - **WKMG_START**
2. Run the **csaswitch** command to turn on the configuration changes in `/etc/csa.conf`.

Information written to the pacct file

LSF writes the following records to the `pacct` file when a job starts and when it exits:

- Job record type (job start or job exit)
- Current system clock time
- Service provider (LSF)
- Submission time of the job (at job start only)
- User ID of the job owner
- LSF job name if it exists
- Submission host name
- LSF queue name
- LSF external job ID
- LSF job array index
- LSF job exit code (at job exit only)
- NCPUS: The number of CPUs the LSF job has been using

Viewing LSF job information recorded in CSA

Use the SGI **csaedit** command to see the ASCII content of the pacct file. For example:

```
# csaedit -P /var/csa/day/pacct -A
```

For each LSF job, you should see two lines similar to the following:

```
37   Raw-Workld-Mgmt  user1    0x19ac91ee000064f2 0x0000000000000000   0
REQID=1771  ARRAYID=0  PROV=LSF  START=Jun  4 15:52:01  ENTER=Jun  4 15:51:49
TYPE=INIT  SUBTYPE=START  MACH=hostA  REQ=myjob  QUE=normal
...
39   Raw-Workld-Mgmt  user1    0x19ac91ee000064f2 0x0000000000000000    0
REQID=1771  ARRAYID=0  PROV=LSF  START=Jun  4 16:09:14  TYPE=TERM  SUBTYPE=EXIT
MACH=hostA  REQ=myjob  QUE=normal--
```

The REQID is the LSF job ID (1771).

Using SGI Cpusets with ULDB

The SGI user limits database (ULDB) allows user-specific limits for jobs. If no ULDB is defined, job limits are the same for all jobs. If you use ULDB, you can configures LSF so that jobs submitted to a host with the SGI job limits package installed are subject to the job limits configured in the ULDB.

Set the ULDB domain

Set **LSF_ULDB_DOMAIN=domain_name** in lsf.conf to specify the name of the LSF domain in the ULDB domain directive. A domain definition of name **domain_name** must be configured in the jlimit.in input file.

The ULDB contains job limit information that system administrators use to control access to a host on a per user basis. The job limits in the ULDB override the system default values for both job limits and process limits. When a ULDB domain is configured, the limits will be enforced as SGI job limits.

If the ULDB domain specified in **LSF_ULDB_DOMAIN** is not valid or does not exist, LSF uses the limits defined in the domain named batch. If the batch domain does not exist, then the system default limits are set. When an LSF job is submitted, an SGI job is created, and the job limits in the ULDB are applied.

Next, LSF resource usage limits are enforced for the SGI job under which the LSF job is running. LSF limits override the corresponding SGI job limits. The ULDB limits are used for any LSF limits that are not defined. If the job reaches the SGI job limits, the action defined in the SGI system is used. SGI job limits in the ULDB apply only to batch jobs.

You can also define resource limits (rlimits) in the ULDB domain. One advantage to defining rlimits in ULDB as opposed to in LSF is that rlimits can be defined per user and per domain in ULDB, whereas in LSF, limits are enforced per queue or per job.

LSF resource usage limits controlled by ULDB job limits

The following are the LSF resource usage limits controlled by ULDB job limits:

- **PROCESSLIMIT**: Corresponds to **SGI JLIMIT_NUMPROC**; fork(2) fails, but the existing processes continue to run.

- **MEMLIMIT**: Corresponds to JLIMIT_RSS; Resident pages above the limit become prime swap candidates.
- **DATALIMIT**: Corresponds to **LIMIT_DATA**; malloc(3) calls in the job fail with errno set to ENOMEM.
- **CPULIMIT**: Corresponds to **JLIMIT_CPU**; a SIGXCPU signal is sent to the job, then after the grace period expires, **SIGINT**, **SIGTERM**, and **SIGKILL** are sent.
- **FILELIMIT**: No corresponding limit; use process limit **RLIMIT_FSIZE**.
- **STACKLIMIT**: No corresponding limit; use process limit **RLIMIT_STACK**.
- **CORELIMIT**: No corresponding limit; use process limit **RLIMIT_CORE**.
- **SWAPLIMIT**: Corresponds to **JLIMIT_VMEM**; use process limit **RLIMIT_VMEM**.

In some pre-defined LSF queues, such as normal, the default **MEMLIMIT** is set to 5000 (5 MB). However, if **ULDB** is enabled **(LSF_ULDB_DOMAIN** is defined) the **MEMLIMIT** should be set greater than 8000 in lsb.queues.

ULDB domain configuration

The following steps are an example of how to enable the ULDB domain LSF for user user1:

1. Define the LSF_ULDB_DOMAIN parameter in lsf.conf:

   ```
   ...
   LSF_ULDB_DOMAIN=LSF
   ...
   ```

   You can set the **LSF_ULDB_DOMAIN** to include more than one domain. For example: **LSF_ULDB_DOMAIN="lsf:batch:system"**

2. Configure the domain directive LSF in the jlimit.in file:

   ```
   domain <LSF> {           # domain for LSF
         jlimit_numproc_cur = unlimited
         jlimit_numproc_max = unlimited   # JLIMIT_NUMPROC
         jlimit_nofile_cur = unlimited
         jlimit_nofile_max = unlimited    # JLIMIT_NOFILE
         jlimit_rss_cur = unlimited
         jlimit_rss_max = unlimited       # JLIMIT_RSS
         jlimit_vmem_cur = 128M
         jlimit_vmem_max = 256M           # JLIMIT_VMEM
         jlimit_data_cur = unlimited
         jlimit_data_max =unlimited       # JLIMIT_DATA
         jlimit_cpu_cur = 80
         jlimit_cpu_max = 160             # JLIMIT_CPU
    }
   ```

3. Configure the user limit directive for user1 in the `jlimit.in` file

   ```
   user user1 {
           LSF {
              jlimit_data_cur = 128M
              jlimit_data_max = 256M
            }
   }
   ```

4. Use the **genlimits** or equivalent command to create the user limits database:

   ```
   genlimits -l -v
   ```

SGI Job Container and Process Aggregate Support

An SGI job contains all processes created in a login session, including array sessions and session leaders. Job limits set in ULDB are applied to SGI jobs either at creation time or through the lifetime of the job. Job limits can also be reset on a job during its lifetime.

Viewing SGI job ID and Array Session Handle (ASH)

Use **bjobs** and **bhist** to display SGI job ID and Array Session Handle.

```
bjobs -l 640
Job <640>, User <user1>, Project <default>, Status <RUN>, Queue <normal>
                     Command <pam -mpi -auto_place myjob>
Tue Jan 20 12:37:18 2009: Submitted from host <hostA>, CWD <$HOME>
Processors requested;
Tue Jan 20 12:37:29 2009: Started on 2 Hosts/Processors <2*hostA>
                       Execution Home </home/user1>, Execution CWD
</home/user1>
Tue Jan 20 12:37:29 2009: CPUSET_TYPE=dynamic;NHOSTS=1;ALLOCINFO=hostA 640-0;
Tue Jan 20 12:38:22 2009: Resource usage collected.
                     MEM: 1 Mbytes;  SWAP: 5 Mbytes;  NTHREAD: 1
                     PGID: 5020232;  PIDs: 5020232

 SCHEDULING PARAMETERS:
            r15s   r1m  r15m   ut      pg    io   ls    it    tmp    swp   mem
 loadSched   -     -     -     -       -     -    -     -     -      -      -
 loadStop    -     -     -     -       -     -    -     -     -      -      -

 EXTERNAL MESSAGES:
 MSG_ID FROM       POST_TIME      MESSAGE                        ATTACHMENT
 0          -              -                          -                       -
 1          -              -                          -                       -
 2      root       Jan 20 12:41   JID=0x2bc0000000001f7a; ASH=0x2bc0f     N

bhist -l 640
Job <640>, User <user1>, Project <default>, Command
                      <pam -mpi -auto_place myjob>
Sat Oct 19 14:52:14 2009: Submitted from host <hostA>, to Queue <normal>, CWD
                       <$HOME>, Requested Resources <unclas>;
Sat Oct 19 14:52:22 2009: Dispatched to <hostA>;
Sat Oct 19 14:52:22 2009: CPUSET_TYPE=none;NHOSTS=1;ALLOCINFO=hostA;
Sat Oct 19 14:52:23 2009: Starting (Pid 5020232);
Sat Oct 19 14:52:23 2009: Running with execution home </home/user1>,
Execution CWD
                    </home/user1>, Execution Pid <5020232>;
Sat Oct 19 14:53:22 2009: External Message "JID=0x2bc0000000001f7a;
ASH=0x2bc0f" was posted from "root" to message box 2;

Summary of time in seconds spent in various states by  Sat Oct 19 14:54:00
  PEND     PSUSP    RUN      USUSP    SSUSP    UNKWN    TOTAL
  8        0        98       0        0        0        106
```

Using LSF Parallel Application Integrations

Using LSF with ANSYS

LSF use supports various ANSYS solvers through a common integration console built- in to the ANSYS GUI. The only change the average ANSYS user sees is the addition of a **Run using LSF?** button on the standard ANSYS console. Using ANSYS with LSF simplifies distribution of jobs, and improves throughput by removing the need for engineers to worry about when or where their jobs run. They simply request job execution and know that their job will be completed as fast as their environment will allow.

Configuring LSF for ANSYS

To configure LSF for ANSYS:

- LSF HPC features must be enabled.
- ANSYS version 5.6 or higher, available from Ansys Incorporated, must be installed.

During installation, `lsfinstall` adds the Boolean resource `ansys` to the Resource section of `lsf.shared`.

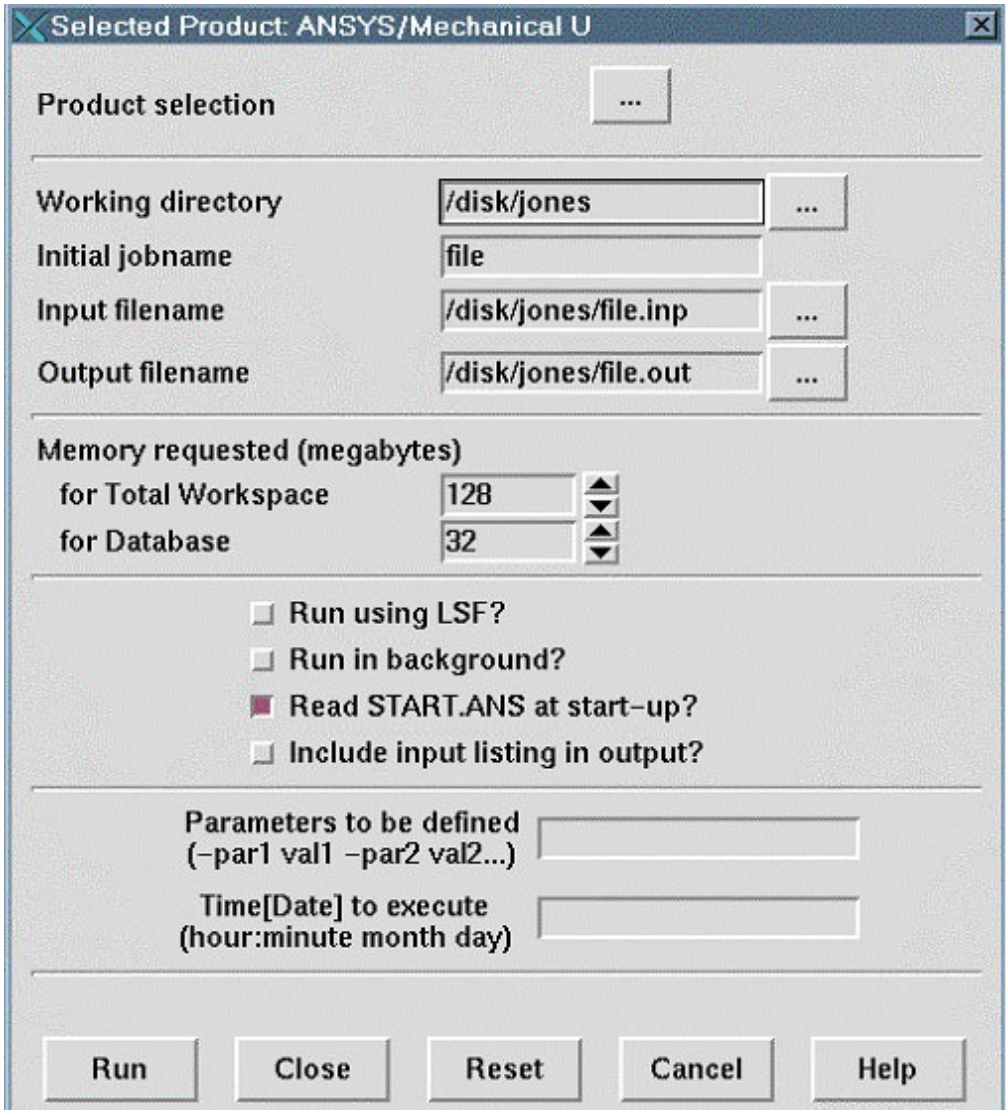
If only some of your hosts can accept ANSYS jobs, configure the Host section of `lsf.cluster.cluster_name` to identify those hosts.

Edit `LSF_ENVDIR/conf/lsf.cluster.cluster_name` file and add the ansys resource to the hosts that can run ANSYS jobs:

```
Begin Host
HOSTNAME    model   type  server  r1m   mem   swp  RESOURCES
...
hostA       !       !       1     3.5   ()    ()   ()
hostB       !       !       1     3.5   ()    ()   (ansys)
hostC       !       !       1     3.5   ()    ()   ()
...
End Host
```

Submitting jobs through ANSYS

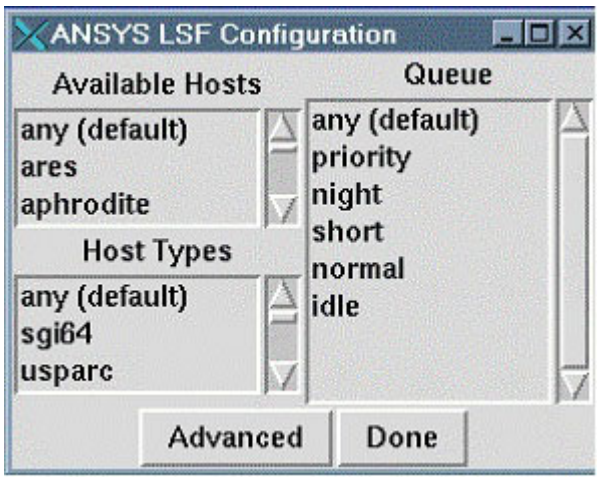
To start a job, choose the **Batch** menu item. The following dialog is displayed:



The Selected Product dialog shows the following information:

- **Initial Jobname**: The name given to the job for easier recognition at runtime.
- **Input filename**: Specifies the file of ANSYS commands you are submitting for batch execution. You can either type in the desired file name or click on the **...** button, to display a file selection dialog box.
- **Output filename**: Specifies the file to which ANSYS directs text output by the program. If the file name already exists in the working directory, it will be overwritten when the batch job is started.
- **Memory requested**: The memory requirements for the job.
- **Run using LSF?**: Launches ANSYS LSF, a separately licensed product.
- **Run in background?**: Runs the ANSYS job in background or in foreground mode.
- **Include input listing in output?**: Includes or excludes the input file listing at the beginning of the output file.
- **Parameters to be defined**: Additional ANSYS parameters.
- **Time[Date] to execute**: Specifies a start time and date to start the job. This option is active after Run in background? has been changed to Yes. To use this option, you must have permission to run the at command on UNIX systems.

You can also configure additional options to specify LSF job requirements such as queue, host, or desired host architecture:



The ANSYS LSF Configuration dialog shows the following information:

- **Available Hosts**: Allows users to specify a specific host to run the job on.
- **Queue**: Allows users to specify which queue they desire instead of the default.
- **Host Types**: Allows users to specify a specific architecture for their job.

Submitting jobs through the ANSYS command-line

Submitting a command line job requires extra parameters to run correctly through LSF.

The syntax is:

```
bsub -R ansys [bsub_options] ansys_command -b -p productvar <input_name
>&output_name
```

Where:

- `-R`: Run the job on hosts with the Boolean resource ansys configured.
- `bsub_options`: Regular options to **bsub** that specify the job parameters.
- `ansys_command`: The ANSYS executable to be executed on the host (for example, ansys57).
- `-b`: Run the job in ANSYS batch mode.
- `-p productvar`: ANSYS product to use with the job.
- `<input_name`: ANSYS input file. (You can also use the **bsub -i** option.)
- `>&output_name`: ANSYS output file. (You can also use the **bsub -o** option.)

Using LSF with NCBI BLAST

LSF accepts jobs running NCBI BLAST (Basic Local Alignment Search Tool).

Configuring LSF for BLAST

To configure LSF for BLAST:

- LSF HPC features must be enabled.
- BLAST, available from the National Center for Biotechnology Information (NCBI) , must be installed.

During installation, `lsfinstall` adds the Boolean resource `blast` to the Resource section of `lsf.shared`.

If only some of your hosts can accept BLAST jobs, configure the Host section of `lsf.cluster.cluster_name` to identify those hosts.

Edit `LSF_ENVDIR/conf/lsf.cluster.cluster_name` file and add the blast resource to the hosts that can run BLAST jobs:

```
Begin Host
HOSTNAME    model   type  server  r1m   mem   swp  RESOURCES
...
hostA       !       !       1     3.5   ()    ()   ()
hostB       !       !       1     3.5   ()    ()   (blast)
hostC       !       !       1     3.5   ()    ()   ()
...
End Host
```

Submitting BLAST jobs

Use BLAST parallel provided with LSF to submit BLAST jobs.

BLAST parallel is a PERL program that distributes BLAST searches across a cluster by splitting both the query file and the reference database and merging the result files after all BLAST jobs finish.

See the README in the `LSF_MISC/examples/blastparallel/` for information about installing, configuring, and using BLAST parallel.

The Selected Product dialog shows the following information:

Using LSF with FLUENT

LSF is integrated with FLUENT products from ANSYS Inc., allowing FLUENT jobs to take advantage of the checkpointing and migration features provided by LSF. This increases the efficiency of the software and means data is processed faster. FLUENT 5 offers versions based on system vendors' parallel environments (usually

MPI using the VMPI version of FLUENT 5.) Fluent also provides a parallel version of FLUENT 5 based on its own socket-based message passing library (the NET version). This chapter assumes you are already familiar with using FLUENT software and checkpointing jobs in LSF.

Configuring LSF for FLUENT

To configure LSF for FLUENT:

- LSF HPC features must be enabled.
- FLUENT 5 or higher, available from ANSYS Inc., must be installed.
- (Optional) Hardware vendor-supplied MPI environment for network computing to use the "vmpi" version of FLUENT 5.

During installation, `lsfinstall` adds the Boolean resource `fluent` to the Resource section of `lsf.shared`.

LSF also installs the `echkpnt.fluent` and `erestart.fluent` files in `LSF_SERVERDIR`.

If only some of your hosts can accept FLUENT jobs, configure the Host section of `lsf.cluster.cluster_name` to identify those hosts.

Edit `LSF_ENVDIR/conf/lsf.cluster.cluster_name` file and add the fluent resource to the hosts that can run FLUENT jobs:

```
Begin Host
HOSTNAME    model   type  server  r1m   mem   swp  RESOURCES
...
hostA       !       !       1     3.5   ()    ()   ()
hostB       !       !       1     3.5   ()    ()   (fluent)
hostC       !       !       1     3.5   ()    ()   ()
...
End Host
```

Checkpointing in FLUENT

FLUENT 5 is integrated with LSF to use the LSF checkpointing capability. At the end of each iteration, FLUENT looks for the existence of a checkpoint file (check) or a checkpoint exit file (`exit`). If it detects the checkpoint file, it writes a case and data file, removes the checkpoint file, and continues iterating. If it detects a checkpoint exit file, it writes a case and data file, then exits.

Use the **bchkpnt** command to create the checkpoint and checkpoint exit files, which forces FLUENT to checkpoint, or checkpoint and exit itself. FLUENT also creates a journal file with instructions to read the checkpointed case and data files, and continue iterating. FLUENT uses this file when it is restarted with the **brestart** command.

LSF installs `echkpnt.fluent` and `erestart.fluent`, which are special versions of **echkpnt** and **erestart** to allow checkpointing with FLUENT. Use **bsub -a** fluent to make sure your job uses these files.

When you submit a checkpointing job, you specify a checkpoint directory. Before the job starts running, LSF sets the environment variable **LSB_CHKPNT_DIR**. The value of **LSB_CHKPNT_DIR** is a subdirectory of the checkpoint directory specified in the command line. This subdirectory is identified by the job ID and only contains files related to the submitted job.

When you checkpoint a FLUENT job, LSF creates a checkpoint trigger file (check) in the job subdirectory, which causes FLUENT to checkpoint and continue running. A special option is used to create a different trigger file (exit) to cause FLUENT to checkpoint and exit the job.

FLUENT uses the **LSB_CHKPNT_DIR** environment variable to determine the location of checkpoint trigger files. It checks the job subdirectory periodically while running the job. FLUENT does not perform any checkpointing unless it finds the LSF trigger file in the job subdirectory. FLUENT removes the trigger file after checkpointing the job.

If a job is restarted, LSF attempts to restart the job with the `-restart` option appended to the original FLUENT command. FLUENT uses the checkpointed data and case files to restart the process from that checkpoint, rather than repeating the entire process. Each time a job is restarted, it is assigned a new job ID, and a new job subdirectory is created in the checkpoint directory. Files in the checkpoint directory are never deleted by LSF, but you may choose to remove old files once the FLUENT job is finished and the job history is no longer required.

Submitting FLUENT jobs

Use **bsub** to submit the job, including parameters required for checkpointing. The syntax for the **bsub** command to submit a FLUENT job is:

```
[-R fluent] -a fluent [-k checkpoint_dir | -k "checkpoint_dir
[checkpoint_period]" [bsub options] FLUENT command [FLUENT options] -lsf
```

Where:

- `-R fluent`: Optional. Specify the fluent shared resource if the FLUENT application is only installed on certain hosts in the cluster.
- `-a fluent`: Use the **esub** for FLUENT jobs, which automatically sets the checkpoint method to fluent to use the checkpoint and restart programs for FLUENT jobs, `echkpnt.fluent` and `erestart.fluent`.
- `-k checkpoint_dir`: Regular option to **bsub** that specifies the name of the checkpoint directory.
- `checkpoint_period`: Regular option to **bsub** that specifies the time interval in minutes that LSF will automatically checkpoint jobs.
- `FLUENT command`: Regular command used with FLUENT software.
- `-lsf`: Special option to the FLUENT command. Specifies that FLUENT is running under LSF, and causes FLUENT to check for trigger files in the checkpoint directory if the environment variable **LSB_CHKPNT_DIR** is set.

To submit a sequential FLUENT batch job, for example:

```
% bsub -a fluent fluent 3d -g -i journal_file -lsf
```

To submit parallel FLUENT net version batch job on 4 CPUs:

```
% bsub -a fluent -n 4 fluent 3d -t0 -pnet -g -i journal_file -lsf
```

Checkpointing, restarting and migrating FLUENT jobs

- The syntax for checkpointing is:

  ```
  bchkpnt [bchkpnt_options] [-k] [job_ID]
  ```

  where:

  - `-k` specifies checkpoint and exit. The job will be killed immediately after being checkpointed. When the job is restarted, it continues from the last checkpoint.
  - `job_ID` is the job ID of the FLUENT job. Specifies which job to checkpoint. Each time the job is migrated, the job is restarted and assigned a new job ID.
- The syntax for restarting is:

  `brestart [brestart options] checkpoint_directory [job_ID]`

  where `job_ID` is the FLUENT job and specifies which job to restart. At this point, the restarted job is assigned a new job ID, and the new job ID is used for checkpointing. The job ID changes each time the job is restarted.
- The syntax for migrating is:

  `bmig [bsub_options] [job_ID]`

  where Job ID of the FLUENT job specifies which job to restart. At this point, the restarted job is assigned a new job ID, and the new job ID is used for checkpointing. The job ID changes each time the job is restarted.

Examples

- For sequential FLUENT batch job with checkpoint and restart:

  `% bsub -a fluent -k "/home/username 60" fluent 3d -g -i journal_file -lsf`

  Submits a job that uses the checkpoint/restart method `echkpnt.fluent` and `erestart.fluent`, `/home/username` as the checkpoint directory, and a 60 minute duration between automatic checkpoints. FLUENT checks if there is a checkpoint trigger file `/home/username/exit` or `/home/username/check`.
- `% bchkpnt job_ID`

  echkpnt creates the checkpoint trigger file `/home/username/check` and waits until the file is removed and the checkpoint is successful. FLUENT writes a case and data file, and a restart journal file at the end of its current iteration. The files are saved in `/home/username/job_ID` and FLUENT continues to iterate. Use **bjobs** to verify that the job is still running after checkpoint.
- `% bchkpnt -k job_ID`

  echkpnt creates the checkpoint trigger file **/home/username/exit** and waits until the file is removed and the checkpoint is successful. FLUENT writes a case and data file, and a restart journal file at the end of its current iteration. The files are saved in **/home/username/job_ID** and FLUENT exits. Use **bjobs** to verify that the job is not running after checkpoint.
- `% brestart /home/username/job_ID`

  Starts a FLUENT job using the latest case and data files in `/home/username/job_ID`. The restart journal file `/home/username/job_ID/#restart.inp` is used to instruct FLUENT to read the latest case and data files and continue iterating.
- Parallel FLUENT VMPI version batch job with checkpoint and restart on 4 CPUs:

  `% bsub -a fluent -k "/home/username 60" -n 4 fluent 3d -t4 -pvmpi -g -i journal_file -lsf % bchkpnt -k job_ID`

  Forces FLUENT to write a case and data file, and a restart journal file at the end of its current iteration. The files are saved in `/home/username/job_ID` and FLUENT exits.
- `% brestart /home/username/job_ID`

  Starts a FLUENT job using the latest case and data files in `/home/username/job_ID`. The restart journal file `/home/username/job_ID/#restart.inp` is used to instruct FLUENT to read the latest case and data files and continue iterating.

The parallel job is restarted using the same number of processors (4) requested in the original bsub submission.

- `% bmig -m hostA 0`

  All jobs on hostA are checkpointed and moved to another host.

Using LSF with Gaussian

Platform LSF accepts jobs running the Gaussian electronic structure modeling program.

Configuring LSF for Gaussian

To configure LSF for Gaussian:

- LSF HPC features must be enabled.
- Gaussian 98, available from Gaussian, Inc., must be installed.

During installation, `lsfinstall` adds the Boolean resource `gaussian` to the Resource section of `lsf.shared`.

If only some of your hosts can accept Gaussian jobs, configure the Host section of `lsf.cluster.cluster_name` to identify those hosts.

Edit `LSF_ENVDIR/conf/lsf.cluster.cluster_name` file and add the gaussian resource to the hosts that can run Gaussian jobs:

```
Begin Host
HOSTNAME    model   type  server  r1m   mem   swp  RESOURCES
...
hostA       !       !       1     3.5   ()    ()   ()
hostB       !       !       1     3.5   ()    ()   (gaussian)
hostC       !       !       1     3.5   ()    ()   ()
...
End Host
```

Submitting Gaussian jobs

Use **bsub** to submit the job, including parameters required for Gaussian.

Using LSF with Lion Bioscience SRS

SRS is Lion Bioscience's Data Integration Platform, in which data is extracted by all other Lion Bioscience applications or third-party products. LSF works with the batch queue feature of SRS to provide load sharing and allow users to manage their running and completed jobs.

Configuring LSF for SRS

To configure LSF for SRS:

- LSF HPC features must be enabled.
- SRS 6.1 and higher, available from Lion Bioscience, must be installed.

During installation, `lsfinstall` adds the Boolean resource `lion` to the Resource section of `lsf.shared`.

If only some of your hosts can accept SRS jobs, configure the Host section of `lsf.cluster.cluster_name` to identify those hosts.

Edit `LSF_ENVDIR/conf/lsf.cluster.cluster_name` file and add the srs resource to the hosts that can run Lion jobs:

```
Begin Host
HOSTNAME    model   type  server  r1m   mem   swp  RESOURCES
...
hostA       !       !       1     3.5   ()    ()   ()
hostB       !       !       1     3.5   ()    ()   (lion)
hostC       !       !       1     3.5   ()    ()   ()
...
End Host
```

You must also configure SRS for batch queues. When SRS batch queueing is enabled, users select from the available batch queues displayed next to the application Launch button in the Application Launch page.

Submitting and monitoring SRS jobs

Use **bsub** to submit the job, including parameters required for SRS.

As soon as the application is submitted, you can monitor the progress of the job. When applications are launched and batch queues are in use, an icon appears. The icon looks like a "new mail" icon in an email program when jobs are running, and looks like a "read mail" icon when all launched jobs are complete. You can click this icon at any time to:

- Check the status of running jobs
- See which jobs have completed
- Delete jobs
- Kill running jobs

You can also view the application results or launch another application against those results, using the results of the initial job as input for the next job.

Using LSF with LSTC LS-DYNA

LSF is integrated with products from Livermore Software Technology Corporation (LSTC). LS-DYNA jobs can use the checkpoint and restart features of LSF and take advantage of both SMP and distributed MPP parallel computation. To submit LS-DYNA jobs through LSF, you only need to make sure that your jobs are checkpointable.

Configuring LSF for LS-Dyna jobs

To configure LSF for DYNA jobs:

- LSF HPC features must be enabled.
- LS-DYNA version 960 and higher, available from LSTC, must be installed.
- Optional: Hardware vendor-supplied MPI environment for network computing.
- Optional: LSF MPI integration.

During installation, `lsfinstall` adds the Boolean resource `ls_dyna` to the Resource section of `lsf.shared`.

LSF also installs the `echkpnt.ls_dyna` and `erestart.ls_dyna` files in `LSF_SERVERDIR`.

If only some of your hosts can accept LS-DYNA jobs, configure the Host section of `lsf.cluster.cluster_name` to identify those hosts.

Edit `LSF_ENVDIR/conf/lsf.cluster.cluster_name` file and add the ls_dyn resource to the hosts that can run LS-DYNA jobs:

```
Begin Host
HOSTNAME    model   type  server  r1m   mem   swp  RESOURCES
...
hostA       !       !       1     3.5   ()    ()   ()
hostB       !       !       1     3.5   ()    ()   (ls_dyna)
hostC       !       !       1     3.5   ()    ()   ()
...
End Host
```

LS-DYNA integration with LSF checkpointing

LS-DYNA is integrated with LSF to use the LSF checkpointing capability. It uses application-level checkpointing, working with the functionality implemented by LS- DYNA. At the end of each time step, LS-DYNA looks for the existence of a checkpoint trigger file, named `D3KIL`. LS-DYNA jobs always exit with 0 even when checkpointing. LSF will report that the job has finished when it has checkpointed.

Use the **bchkpnt** command to create the checkpoint trigger file, `D3KIL`, which LS-DYNA reads. The file forces LS-DYNA to checkpoint, or checkpoint and exit itself. The existence of a D3KIL file and the checkpoint information that LSF writes to the checkpoint directory specified for the job are all LSF needs to restart the job.

Checkpointing and tracking of resources of SMP jobs is supported:

- LSF installs `echkpnt.ls_dyna` and `erestart.ls_dyna`, which are special versions of `echkpnt` and `erestart` to allow checkpointing with LS-DYNA. Use **bsub -a ls_dyna** to make sure your job uses these files. The method name `ls_dyna`, uses the **esub** for LS-DYNA jobs, which sets the checkpointing method **LSB_ECHKPNT_METHOD="ls_dyna"** to use `echkpnt.ls_dyna` and `erestart.ls_dyna`.
- When you submit a checkpointing job, you specify a checkpoint directory. Before the job starts running, LSF sets the environment variable LSB_CHKPNT_DIR to a subdirectory of the checkpoint directory specified in the command line, or the CHKPNT parameter in lsb.queues. This subdirectory is identified by the job ID and only contains files related to the submitted job.

  For checkpointing to work when running an LS-DYNA job from LSF, you must **CD** to the directory that LSF sets in `$LSB_CHKPNT_DIR` after submitting LS-DYNA jobs. You must change to this directory whether submitting a single job or multiple jobs. LS- DYNA puts all its output files in this directory.
- When you checkpoint a job, LSF creates a checkpoint trigger file named `D3KIL` in the working directory of the job. The `D3KIL` file contains an entry depending on the desired checkpoint outcome:
  - sw1. causes the job to checkpoint and exit. LS-DYNA writes to a restart data file `d3dump` and exits.
  - sw3. causes the job to checkpoint and continue running. LS-Dyna writes to a restart data file `d3dump` and continues running until the next checkpoint.

  The other possible LS-Dyna switch parameters are not relevant to LSF checkpointing. LS-DYNA does not remove the `D3KIL` trigger file after checkpointing the job.
- If a job is restarted, LSF attempts to restart the job with the `-r restart_file` option used to replace any existing `-i` or `-r` options in the original LS-DYNA command. LS-DYNA uses the checkpointed data to restart the process from that checkpoint point, rather than starting the entire job from the beginning.

  Each time a job is restarted, it is assigned a new job ID, and a new job subdirectory is created in the checkpoint directory. Files in the checkpoint directory are never deleted by LSF, but you may choose to remove old files once the LS-DYNA job is finished and the job history is no longer required.

Submitting LS-DYNA jobs

To submit DYNA jobs, redirect a job script to the standard input of **bsub**, including parameters required for checkpointing. With job scripts, you can manage two limitations of LS-DYNA job submissions:

- When LS-DYNA jobs are restarted from a checkpoint, the job will use the checkpoint environment instead of the job submission environment. You can restore your job submission environment if you submit your job with a job script that includes your environment settings.
- LS-DYNA jobs must run in the directory that LSF sets in the **LSB_CHKPNT_DIR** environment variable. This lets you submit multiple LS-DYNA jobs from the same directory but is also required if you are submitting one job. If you submit a job from a different directory, you must change to the `$LSB_CHKPNT_DIR` directory. You can do this if you submit your jobs with a job script.

  If you are running a single job or multiple jobs, all LS_DYNA jobs must run in the `$LSB_CHKPNT_DIR` directory.

To submit LS-DYNA jobs with job submission scripts, embed the LS-DYNA job in the job script. Use the following format to run the script:

```
% bsub < jobscrip
```

Inside your job scripts, the syntax for the **bsub** command to submit an LS-DYNA job is either of the following:

- `[-R ls_dyna] -k "checkpoint_dir method=ls_dyna" | -k "checkpoint_dir [checkpoint_period] method=ls_dyna" [bsub_options] LS_DYNA_command [LS_DYNA_options]`

  Or:

  `[-R ls_dyna] -a ls_dyna -k "checkpoint_dir" | -k "checkpoint_dir [checkpoint_period]" [bsub options] LS_DYNA_command [LS_DYNA_options]`
- `-R ls_dyna`: Optional. Specify the **ls_dyna** shared resource if the LS-DYNA application is only installed on certain hosts in the cluster.
- `method=ls_dyna`: Mandatory. Use the **esub** for LS-DYNA jobs, which automatically sets the checkpoint method to **ls_dyna** to use the checkpoint and restart programs `echkpnt.ls_dyna` and `erestart.ls_dyna`. Alternatively, use **bsub -a** to specify the `ls_dyna` esub.

The checkpointing feature for LS-DYNA jobs requires all of the following parameters:

- `-k checkpoint_dir`: Mandatory. Regular option to bsub that specifies the name of the checkpoint directory. Specify the ls_dyna method here if you do not use the bsub -a option.
- `checkpoint_period`: Regular option to bsub that specifies the time interval in minutes that LSF will automatically checkpoint jobs.
- `LS_DYNA_command`: Regular LS-DYNA software command and options.

Preparing your job scripts

To prepare your job scripts:

- Specify any environment variables required for your LS-DYNA jobs. For example:

  ```
  LS_DYNA_ENV=VAL;export LS_DYNA_ENV
  ```

If you do not set your environment variables in the job script, then you must add some lines to the script to restore environment variables. For example:

```
if [ -f $LSB_CHKPNT_DIR/.envdump ]; then
.$LSB_CHKPNT_DIR/.envdump
fi
```

- Ensure that your jobs run in the checkpoint directory set by LSF, by adding the following line after your **bsub** commands:

  ```
  cd $LSB_CHKPNT_DIR
  ```

- Write the LS-DYNA command you want to run. For example:

  ```
  /usr/share/ls_dyna_path/ls960 endtime=2
  i=/usr/share/ls_dyna_path/airbag.deploy.k ncpu=1
  ```

Checkpointing, restarting, and migrating LS-DYNA jobs

- The syntax for checkpointing is:

  ```
  bchkpnt [bchkpnt_options] [-k] [job_ID]
  ```

  Where:

  – `-k` specifies checkpoint and exit. The job will be killed immediately after being checkpointed. When the job is restarted, it continues from the last checkpoint.

  – `job_ID` is the job ID of the LS-DYNA job. Specifies which job to checkpoint. Each time the job is migrated, the job is restarted and assigned a new job ID.

- The syntax for restarting is:

  ```
  brestart [brestart_options] checkpoint_directory [job_ID]
  ```

  Where:

  – `checkpoint_directory` specifies the checkpoint directory, where the job subdirectory is located. Each job is run in a unique directory. To change to the checkpoint directory for LSF to restart a job, place the following line in your job script before the LS-DYNA command is called **cd $LSB_CHKPNT_DIR**.

  – `job_ID` is the job ID of the LS-DYNA job. Specifies which job to restart. After the job is restarted, it is assigned a new job ID, and the new job ID is used for checkpointing. A new job ID is assigned each time the job is restarted.

- The syntax for migrating is:

  ```
  bmig [bsub_options] [job_ID]
  ```

  Where:

  – `job_ID` is the job ID of the LS-DYNA job. Specifies which job to migrate. After the job is migrated, it is restarted and assigned a new job ID. The new job ID is used for checkpointing. A new job ID is assigned each time the job is migrated.

Using LSF with MSC Nastran

MSC Nastran Version 70.7.2 ("Nastran") runs in a Distributed Parallel mode, and automatically detects a job launched by LSF, and transparently accepts the execution host information from LSF. The Nastran application checks if the LSB_HOSTS or LSB_MCPU_HOSTS environment variable is set in the execution environment. If either is set, Nastran uses the value of the environment variable to produce a list of execution nodes for the solver command line. Users can override the hosts chosen by LSF to specify their own host list.

Configuring LSF for Nastran

To configure LSF for Nastran:

- LSF HPC features must be enabled.
- Nastran version 70.7.2 and higher, available from MSC Software, must be installed.

During installation, `lsfinstall` adds the Boolean resource `nastran` to the Resource section of `lsf.shared`. No additional executable files are needed.

If only some of your hosts can accept Nastran jobs, configure the Host section of `lsf.cluster.cluster_name` to identify those hosts.

Edit `LSF_ENVDIR/conf/lsf.cluster.cluster_name` file and add the nastran resource to the hosts that can run Nastran jobs:

```
Begin Host
HOSTNAME    model   type  server  r1m   mem   swp  RESOURCES
...
hostA       !       !       1     3.5   ()    ()   ()
hostB       !       !       1     3.5   ()    ()   (nastran)
hostC       !       !       1     3.5   ()    ()   ()
...
End Host
```

Submitting Nastran jobs

Use **bsub** to submit the job, including parameters required for the Nastran command line:

```
bsub -n num_processors [-R nastran] bsub_options nastran_command
```

Where:

- `-n num_processors` is the number of processors required to run the job.
- `-R nastran` (optional) specifies the nastran shared resource if the Nastran application is only installed on certain hosts in the cluster.

You must set the Nastran dmp variable to the same number as the number of processors the job is requesting (`-n` option of **bsub**). For example:

- For a parallel job through LSF requesting 4 processors:

  ```
  % bsub -n 4 -a nastran -R "nastran" nastran example dmp=4
  ```

  Note that both the **bsub -n 4** and Nastran **dmp=4** options are used. The value for `-n` and `dmp` must be the same.
- For a parallel job through LSF requesting 4 processors, no more than 1 processor per host:

  ```
  % bsub -n 4 -a nastran -R "nastran span[ptile=1]"
  nastran example dmp
  ```

LSF Integration with Cray Linux

This topic applies to LSF 8.0 or later integration with Cray Linux Environment 4.0 or later. You must have LSF Standard (LSF must not be running in Express mode).

Download and Installation

1. Download the installation package and the distribution tar file for the LSF/Cray Linux (on CRAY XT/XE/XC) integration. For example, in LSF Version # release, the following files are needed:
   - lsf<version>_lnx26-lib23-x64-cray.tar.Z
   - lsf<version>_lsfinstall.tar.Z

     If you install on a Linux host, you may download lsf<version>_lsfinstall_linux_x86_64.tar.Z. If you install LSF 9.1.2 on a Linux host, you can download lsf<version>_no_jre_lsfinstall.tar.Z. The above two special installation packages are smaller in size since they either include the Linux version of the JRE package or do not include the JRE package.
2. Before running the installation, confirm the Cray Linux system is working:
   a. On CLE 4.0 or above, confirm the existence of `/opt/cray/rca/default/bin/rca-helper`, `/etc/xthostname` and `/etc/opt/cray/sdb/node_classes`. Otherwise, confirm that the **xtuname** and **xthostname** commands exist and are in the `$PATH`.
   b. Confirm that all compute PEs are in batch mode. If not, switch all compute PEs to batch mode and restart ALPS services on the boot node:
      - **xtprocadmin -k m batch**
      - **$/etc/init.d/alps restart** (optional)
      - **apstat -rn** (optional)
3. Follow the standard LSF installation procedure to install LSF on the boot nodes:
   a. Run the **xtopview** command to switch to a shared root file system.
   b. Edit the `install.config` file:
      - **LSF_TOP=/software/lsf**
      - **LSF_CLUSTER_NAME=<crayxt machine name>**
      - **LSF_MASTER_LIST=<mast host candidates>** # login nodes or service nodes
      - **EGO_DAEMON_CONTROL=N**
      - **ENABLE_DYNAMIC_HOSTS=N**
      - **LSF_ADD_SERVERS=<service or login nodes>**
      - **ENABLE_HPC_CONFIG=Y** # if you are installing LSF 9.1.1 or earlier versions
      - **CONFIGURATION_TEMPLATE=PARALLEL** # if you are installing LSF 9.1.2 or later versions

      LSF_MASTER_LIST and **LSF_ADD_SERVERS** should only include login nodes or service nodes.

      The startup/shutdown script for LSF daemons can be found in `$LSF_SERVERDIR/lsf_daemons`.
   c. If you would like to join the CRAY Linux machine to an existing cluster, refer to Upgrade/Migration instructions.
4. As LSF administrator:
   a. Add the following to `/opt/xt-boot/default/etc/serv_cmd`:
      - `service_cmd_info='LSF-HPC',service_num=XXX,heartbeat=null`
      - `start_cmd='<$LSF_SERVERDIR>/lsf_daemons start'`
      - `stop_cmd='<$LSF_SERVERDIR>/lsf_daemons stop'`
      - `restart_cmd='<$LSF_SERVERDIR>/lsf_daemons restart'`
      - `fail_cmd='<$LSF_SERVERDIR>/lsf_daemons stop'`
   b. Create a service command: **xtservcmd2db -f /opt/xt-boot/default/etc/serv_cmd**.

c. Assign the LSF-HPC service to **serv_cmd: xtservconfig -c login add LSF-HPC**.

d. Exit **xtopview** and access a login node:

- Make sure /ufs is shared among all login/service nodes and root and LSF administrators have write permission.
- Set up sub-directories under /ufs the same as /opt/xt-lsfhpc/log and /opt/xt-lsfhpc/work (see section "File Structure" for details).
- Make sure the directory ownership and permission mode are reserved (you can use the **cp -r** command), and that root and LSF administrators have write permission to the sub-directories under **/ufs/lsfhpc**.

5. Use the module command to set the LSF environment variables: **module load xt-lsfhpc**

Configuration

1. Modify $LSF_ENVDIR/lsf.conf (some of the parameters may have been added by LSF installer):
   - **LSB_SHAREDIR=/ufs/lsfhpc/work** # A shared file system that is accessible by root and LSF admin on both master hosts and Cray Linux login/service nodes.
   - **LSF_LOGDIR=/ufs/lsfhpc/log**# A shared file system that is accessible by root and LSF admin on both master hosts and Cray Linux login/service nodes.
   - **LSF_LIVE_CONFDIR=/ufs/lsfhpc/work/<cluster_name>/live_confdir** # A shared file system that is accessible by root and LSF admin on both master hosts and Cray Linux login/service nodes.
   - **LSB_RLA_PORT=21787** # a unique port
   - **LSB_SHORT_HOSTLIST=1**
   - **LSF_ENABLE_EXTSCHEDULER=Y**
   - **LSB_SUB_COMMANDNAME=Y**
   - **LSF_CRAY_PS_CLIENT=/usr/bin/apbasil**
   - **LSF_LIMSIM_PLUGIN="liblimsim_craylinux"**
   - **LSF_CRAYLINUX_FRONT_NODES="nid00060 nid00062"** # A list of Cray Linux login/service nodes with LSF daemons started and running.
   - **LSF_CRAYLINUX_FRONT_NODES_POLL_INTERVAL=120** # Interval for Master Lim polling RLA to query computer node status and configuration information. Default value is 120 seconds. Any value less than 120 seconds will be reset to default
   - **LSB_MIG2PEND=1**
2. Modify $LSF_ENVDIR/lsbatch/<cluster_name>/configdir/lsb.modules. Make sure **schmod_craylinux** is the last plug-in module and **schmod_crayxt3** is commented out. If you do not use the MultiCluster feature or CPUSET integration, comment them both out.

```
Begin PluginModule
SCH_PLUGIN        RB_PLUGIN   SCH_DISABLE_PHASES
schmod_default     ()         ()
schmod_fcfs        ()         ()
schmod_fairshare   ()         ()
schmod_limit       ()         ()
schmod_parallel    ()         ()
schmod_reserve     ()         ()
#schmod_mc         ()         ()
schmod_preemption  ()         ()
schmod_advrsv      ()         ()
schmod_ps          ()         ()
```

```
schmod_aps          ()          ()
#schmod_cpuset      ()          ()
#schmod_crayxt3     ()          ()
schmod_craylinux    ()          ()
End PluginModule
```

3. From a log in node, run $LSF_BINDIR/genVnodeConf. This command will generate a list of compute nodes in BATCH mode. You may add the compute nodes to the HOST section in $LSF_ENVDIR/lsf.cluster.<clustername>.

```
HOSTNAME  model   type   server    r1m  mem  swp  RESOURCES
nid00038     !     !       1       3.5   ()   ()   (craylinux vnode)
nid00039     !     !       1       3.5   ()   ()   (craylinux vnode)
nid00040     !     !       1       3.5   ()   ()   (craylinux vnode)
nid00041     !     !       1       3.5   ()   ()   (craylinux vnode)
nid00042     !     !       1       3.5   ()   ()   (craylinux vnode gpu)
nid00043     !     !       1       3.5   ()   ()   (craylinux vnode gpu)
nid00044     !     !       1       3.5   ()   ()   (craylinux vnode)
nid00045     !     !       1       3.5   ()   ()   (craylinux vnode)
nid00046     !     !       1       3.5   ()   ()   (craylinux vnode)
nid00047     !     !       1       3.5   ()   ()   (craylinux vnode)
nid00048     !     !       1       3.5   ()   ()   (craylinux vnode)
nid00049     !     !       1       3.5   ()   ()   (craylinux vnode)
nid00050     !     !       1       3.5   ()   ()   (craylinux vnode)
nid00051     !     !       1       3.5   ()   ()   (craylinux vnode)
nid00052     !     !       1       3.5   ()   ()   (craylinux vnode gpu)
nid00053     !     !       1       3.5   ()   ()   (craylinux vnode gpu)
nid00054     !     !       1       3.5   ()   ()   (craylinux vnode)
nid00055     !     !       1       3.5   ()   ()   (craylinux vnode)
nid00056     !     !       1       3.5   ()   ()   (craylinux vnode)
nid00057     !     !       1       3.5   ()   ()   (craylinux vnode)
```

4. Configure $LSF_ENVDIR/hosts. Make sure the IP addresses of computer nodes do not conflict with any IP being used.

```
cat $LSF_ENVDIR/hosts

172.25.235.55  amd07.lsf.platform.com amd07
10.128.0.34    nid00033     c0-0c1s0n3  sdb001  sdb002
10.128.0.61    nid00060     c0-0c1s1n0  login   login1  castor-p2
10.128.0.36    nid00035     c0-0c1s1n3
10.128.0.59    nid00058     c0-0c1s2n0
10.128.0.38    nid00037     c0-0c1s2n3
10.128.0.57    nid00056     c0-0c1s3n0
10.128.0.58    nid00057     c0-0c1s3n1
10.128.0.39    nid00038     c0-0c1s3n2
10.128.0.40    nid00039     c0-0c1s3n3
10.128.0.55    nid00054     c0-0c1s4n0
10.128.0.56    nid00055     c0-0c1s4n1
10.128.0.41    nid00040     c0-0c1s4n2
10.128.0.42    nid00041     c0-0c1s4n3
10.128.0.53    nid00052     c0-0c1s5n0
10.128.0.54    nid00053     c0-0c1s5n1
10.128.0.43    nid00042     c0-0c1s5n2
10.128.0.44    nid00043     c0-0c1s5n3
10.128.0.51    nid00050     c0-0c1s6n0
10.128.0.52    nid00051     c0-0c1s6n1
10.128.0.45    nid00044     c0-0c1s6n2
10.128.0.46    nid00045     c0-0c1s6n3
10.128.0.49    nid00048     c0-0c1s7n0
10.128.0.50    nid00049     c0-0c1s7n1
10.128.0.47    nid00046     c0-0c1s7n2
10.128.0.48    nid00047     c0-0c1s7n3
10.131.255.251 sdb sdb-p2 syslog ufs
```

5. Modify $LSF_ENVDIR/lsbatch/<cluster_name>/configdir/lsb.hosts. Make sure Cray Linux login/service nodes that are also LSF server hosts have a large number set in the MXJ column (larger than the total number of PEs).

```
Begin Host
HOST_NAME   MXJ     r1m  pg  ls  tmp  DISPATCH_WINDOW   # Keywords
 nid00060   9999    ()   ()  ()  ()   ()                # Example
 nid00062   9999    ()   ()  ()  ()   ()                # Example
 default     !      ()   ()  ()  ()   ()                # Example
End Host
```

In LSF 9.1.2 or above, you need to disable AFFINITY on Cray compute nodes.

6. Modify $LSF_ENVDIR/lsbatch/<cluster_name>/configdir/lsb.queues.
   - **JOB_CONTROLS** and **RERUNNABLE** are required.
   - Comment out all loadSched/loadStop lines.
   - **DEF_EXTSCHED** and **MANDATORY_EXTSCHED** are optional.
   - **PRE_EXEC** and **POST_EXEC** are required to run CCM jobs.
   - Refer to CRAY Guide to find the scripts.

```
Begin Queue
  QUEUE_NAME   = normal
  PRIORITY     = 30
  NICE         = 20
  PREEMPTION   = PREEMPTABLE
  JOB_CONTROLS = SUSPEND[bmig $LSB_BATCH_JID]
  RERUNNABLE   = Y
  #RUN_WINDOW  = 5:19:00-1:8:30 20:00-8:30
  #r1m         = 0.7/2.0   # loadSched/loadStop
  #r15m        = 1.0/2.5
  #pg          = 4.0/8
  #ut          = 0.2
  #io          = 50/240
  #CPULIMIT    = 180/hostA  # 3 hours of hostA
  #FILELIMIT   = 20000
  #DATALIMIT   = 20000  # jobs data segment limit
  #CORELIMIT   = 20000
  #TASKCLIMIT   = 5   # job task limit
  #USERS       = all   # users who can submit jobs to this queue
  #HOSTS       = all   # hosts on which jobs in this queue can run
  #PRE_EXEC    = /usr/local/lsf/misc/testq_pre >> /tmp/pre.out
  #POST_EXEC   = /usr/local/lsf/misc/testq_post |grep -v "Hey"
  #REQUEUE_EXIT_VALUES = 55 34 78
  #APS_PRIORITY = WEIGHT[[RSRC, 10.0] [MEM, 20.0] [PROC, 2.5] [QPRIORITY, 2.0]] \
  #LIMIT[[RSRC, 3.5] [QPRIORITY, 5.5]] \
  #GRACE_PERIOD[[QPRIORITY, 200s] [MEM, 10m] [PROC, 2h]]
  DESCRIPTION  = For normal low priority jobs, running only if hosts are lightly loaded.
End Queue

Begin Queue
  QUEUE_NAME    = owners
  PRIORITY      = 43
  JOB_CONTROLS  = SUSPEND[bmig $LSB_BATCH_JID]
  RERUNNABLE    = YES
  PREEMPTION    = PREEMPTIVE
  NICE          = 10
  #RUN_WINDOW   = 5:19:00-1:8:30 20:00-8:30
  r1m           = 1.2/2.6
  #r15m         = 1.0/2.6
  #r15s         = 1.0/2.6
  pg            = 4/15
  io            = 30/200
  swp           = 4/1
  tmp           = 1/0
  #CPULIMIT     = 24:0/hostA  # 24 hours of hostA
  #FILELIMIT    = 20000
  #DATALIMIT    = 20000  # jobs data segment limit
  #CORELIMIT    = 20000
  #TASKLIMIT    = 5   # job task limit
  #USERS        = user1 user2
```

```
  #HOSTS        = hostA hostB
  #ADMINISTRATORS = user1 user2
  #PRE_EXEC     = /usr/local/lsf/misc/testq_pre >> /tmp/pre.out
  #POST_EXEC    = /usr/local/lsf/misc/testq_post |grep -v "Hey"
  #REQUEUE_EXIT_VALUES = 55 34 78
  DESCRIPTION   = For owners of some machines, only users listed in the HOSTS\
  section can submit jobs to this queue.
End Queue
```

7. Modify `$LSF_ENVDIR/lsf.shared`. Make sure the following boolean resources are defined in RESOURCE section:

```
vnode      Boolean () () (sim node)
gpu        Boolean () () (gpu)
frontnode  Boolean () () (login/service node)
craylinux  Boolean () () (Cray XT/XE MPI)
```

8. By default, Comprehensive System Accounting (CSA) is enabled. If CSA is not installed in your environment, you must disable CSA by setting **`LSF_ENABLE_CSA=N`** in `lsf.conf`.
9. Use the service command to start and stop the LSF services as needed:
   - service LSF-HPC start
   - service LSF-HPC stop

File Structure

LSF is installed in `LSF_TOP` (e.g. `/software/lsf/`). The directory layout after installation is:

```
/ufs
`-- lsfhpc
    |-- log
    |
    `-- work
        `-- <cluster_name>
            |-- craylinux
            |-- logdir
            |-- lsf_cmddir
            |-- live_confdir
            `-- lsf_indir
```

There are eight directories and three files in `/software/lsf/`:

```
|--<version>
|   |-- include
|   |   `-- lsf
|   |-- install
|   |   |-- instlib
|   |   |-- patchlib
|   |   `-- scripts
|   |-- linux2.6-glibc2.3-x86_64-cray
|   |   |-- bin
|   |   |-- etc
|   |   |   `-- scripts
|   |   `-- lib
|   |-- man
|   |   |-- man1
|   |   |-- man3
|   |   |-- man5
|   |   `-- man8
|   |-- misc
|   |   |-- conf_tmpl
|   |   |   |-- eservice
|   |   |   |   |-- esc
|   |   |   |   |   `-- conf
|   |   |   |   |       `-- services
```

```
|   |   |   |   `-- esd
|   |   |   |       `-- conf
|   |   |   |           `-- named
|   |   |   |               |-- conf
|   |   |   |               `-- namedb
|   |   |   `-- kernel
|   |   |       |-- conf
|   |   |       |   `-- mibs
|   |   |       |-- log
|   |   |       `-- work
|   |   |-- config
|   |   |-- examples
|   |   |   |-- blastparallel
|   |   |   |-- blogin
|   |   |   |-- dr
|   |   |   |-- eevent
|   |   |   |-- external_plugin
|   |   |   |-- extsched
|   |   |   |-- reselim
|   |   |   |-- web-lsf
|   |   |   |   |-- cgi-bin
|   |   |   |   |-- doc
|   |   |   |   `-- lsf_html
|   |   |   `-- xelim
|   |   |-- lsmake
|   |   |-- lstcsh
|   |   `-- src
|   |-- schema
|   |   `-- samples
|   `-- scripts
|-- conf
|   |-- ego
|   |   `-- <cluster_name>
|   |       |-- eservice
|   |       |   |-- esc
|   |       |   |   `-- conf
|   |       |   |       `-- services
|   |       |   `-- esd
|   |       |       `-- conf
|   |       |           `-- named
|   |       |               |-- conf
|   |       |               `-- namedb
|   |       `-- kernel
|   |           `-- mibs
|   `-- lsbatch
|       `-- <cluster_name>
|           `-- configdir
|-- log
|-- patch
|   |-- backup
|   |-- lock
|   `-- patchdb
|       `-- PackageInfo_LSF<version>_linux2.6-glibc2.3-x86_64-cray
`-- work
    `-- <cluster_name>
        |-- ego
        |-- live_confdir
        |-- logdir
        |-- lsf_cmddir
        `-- lsf_indir
```

Submit and Run Parallel Jobs

Before you submit jobs to the cluster, be aware that CLE4.0 does not support multiple jobs running on one compute node. All ALPS reservations created by LSF

will have the **"mode=EXCLUSIVE"** attribute. You can define a limit to make sure LSF does not dispatch jobs to compute nodes where a job has been running.

Modify $LSF_ENVDIR/lsbatch/<cluster_name>/configdir/lsb.resources:

```
Begin Limit
  NAME     = COMPUTE_NODES_LIMIT
  USERS    = all
  PER_HOST = list_of_compute_nodes #This limit applies to compute nodes only.
  JOBS     = 1
End Limit
```

There are other ways in LSF to enforce this limitation for ALPS:

1. To submit a job that requires Cray Linux reservations (e.g., aprun job, CCM job), compound resource requirements must be used:

   ```
   bsub -extsched "CRAYLINUX[]" -R "1*{select[craylinux && \!vnode]} +
   n*{select[vnode && craylinux] span[ptile=q*d]}" aprun -n y -d p -N q
   a.out
   ```

   n must be greater than or equal to MAX(y*p, p*q) (the default of y p q is 1).
2. To submit a job that requires Cray Linux reservations with GPU (e.g., **aprun** job, CCM job):

   ```
   bsub -extsched "CRAYLINUX[GPU]" -R "1*{select[craylinux && \!vnode]} +
   n*{select[vnode
   && craylinux && gpu] span[ptile=q*d] rusage[jobcnt=1]}" aprun -n y -d p
   -N q a.out
   ```

   n must be greater than or equal to MAX(y*p, p*q) (the default of y p q is 1).
3. To submit a job that runs on Cray service/login nodes without creating Cray Linux reservations:

   ```
   bsub -R "select[craylinux && frontnodes]" hostname
   ```
4. The following jobs with wrong RESREQ will be detected and put in pending state:
   - Jobs asking for vnode but without **CRAYLINUX[]** specified. The pending reason is the job cannot run on hosts with vnode.
   - Jobs with **CRAYLINUX[]** but the allocation by LSF does not contain at least one front node and at least one vnode. The pending reason is: Cannot create/confirm a reservation by apbasil/catnip
5. To create Advance Reservation, you need to complete the following steps:
   a. Create AR on compute nodes (hosts with craylinux && vnode).
   b. Add slots on front nodes (host with craylinux && \!vnode).
   c. Submit jobs and specify the Advance Reservation for the job as usual.

Command Description

The **bjobs**/**bhists**/**bacct** commands display reservation_id under additionalInfo.

Assumptions and Limitations

After the patch has been installed and configured, advance reservation, preemption, and reservation scheduling policies are supported with the following limitations:

- Not all scheduling policies behave the same way or automatically support the same things as standard LSF. ALPS in CLE4.0 only supports node exclusive

reservations (no two jobs can run on the same node). Resource reservations (slot and resource) in LSF are impacted as jobs that reserved slots may not be able to run due to this ALPS limitation.

- Only one Cray Linux machine per cluster is allowed.

Launching ANSYS Jobs

To launch an ANSYS job through LSF using the **blaunch** framework, substitute the path to rsh or ssh with the path to **blaunch**. For example:

```
#BSUB -o stdout.txt
#BSUB -e stderr.txt
# Note: This case statement should be used to set up any
# environment variables needed to run the different versions
# of Ansys. All versions in this case statement that have the
# string "version list entry" on the same line will appear as
# choices in the Ansys service submission page.

case $VERSION in
 10.0)  #version list entry
        export ANSYS_DIR=/usr/share/app/ansys_inc/v100/Ansys
        export ANSYSLMD_LICENSE_FILE=1051@licserver.company.com
       export MPI_REMSH=/opt/lsf/bin/blaunch
        program=${ANSYS_DIR}/bin/ansys100
        ;;
  *)
        echo "Invalid version ($VERSION) specified"
        exit 1
        ;;
esac

if [ -z "$JOBNAME" ]; then
    export JOBNAME=ANSYS-$$
fi

if [ $CPUS -eq 1 ]; then
    ${program} -p ansys -j $JOBNAME -s read -l en-us -b -i $INPUT $OPTS
else
    if [ $MEMORY_ARCH = "Distributed" ] Then
      HOSTLIST=`echo $LSB_HOSTS | sed s/" "/":1:"/g` ${program} -j $JOBNAME - p
ansys -pp -dis -machines \
    ${HOSTLIST}:1 -i $INPUT $OPTS
    else
       ${program} -j $JOBNAME -p ansys -pp -dis -np $CPUS \
    -i $INPUT $OPTS
    fi
fi
```

PVM Jobs

Parallel Virtual Machine (PVM) is a parallel programming system distributed by Oak Ridge National Laboratory. PVM programs are controlled by the PVM hosts file, which contains host names and other information.

PVM esub

An **esub** for PVM jobs, `esub.pvm`, is installed with Platform LSF. The PVM **esub** calls the `pvmjob` script.

Use **bsub -a pvm** to submit PVM jobs.

pvmjob script

The `pvmjob` shell script is invoked by `esub.pvm` to run PVM programs as parallel LSF jobs. The `pvmjob` script reads the LSF environment variables, sets up the PVM hosts file and then runs the PVM job. If your PVM job needs special options in the hosts file, you can modify the `pvmjob` script.

For example, if the command line to run your PVM job is:

```
myjob data1 -o out1
```

the following command submits this job to run on 10 processors:

```
bsub -a pvm -n 10 myjob data1 -o out1
```

Other parallel programming packages can be supported in the same way.

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