

# Facilitating HPC job debugging through job scripts archival

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# About

- I am an HPC sysadmin at Ghent University
- Only doing user support very occasionally
- When something is sent my way
- But . . . I am responsible for logging things
- And for the scheduler

# Motivation

- HPC clusters run a gazillion jobs over their lifetime
- These jobs sit in the queue after submission
- For a while . . .
- Some jobs die unexpectedly
- Then the user wants to know why
- Probably to avoid it happens again
- And because it cannot be their fault, obviously

# The key problem

Figure out what was running in the job under which environment

## Surely we can ask the user to provide the job script

- They no longer have it
- They may have changed it (and not under version control) to be used in another job
- They may not recall which version was submitted
- They may claim to know exactly what was submitted and provide you with the wrong script
- In all of the above they would have been acting in good faith

# The user is not the only actor

- The scheduler may have changed the script
- Or its settings, like the requested cores, memory, ...
- Through a submit filter
- But ... it does keep a copy
- Or does it?

## Surely the scheduler can provide the required information when we ask it

- The script is saved
- In the spool directory
- Once the job is queued
- Until it crashes

## Should we patch the scheduler?

- Yes, but no, but yes, but no, but maybe, but no
- If the scheduler is FOSS
  - Write a patch
    - To save the *exact* job script in a secondary location
    - Forget about it, to avoid deletion upon job completion
- Maintain said patch forever
  - Unless you can get it upstream
  - But why should it be accepted?
    - Saving a duplicate copy is not the scheduler's task
    - It makes for more work to be done on each job submission
  - You may need to adjust, test, . . . in the next release



# Complications

- Your site may be running multiple schedulers
  - Depending on the vendor
- You may need to pay just to get a duplicate copy of the job scripts
- And other sites might too (hey, it's free money)
- So even if your current scheduler is FOSS and got patched, the next one may be different

## Takeaway

The scheduler may not be the best place to obtain job script backups

- FOSS (duh), written in Rust
- Separates the front end (finding job scripts for the scheduler) from the back end (archival of said job scripts)
- Started out as a tool for Slurm, but also supports Torque
- Should be trivial to add support for schedulers that also drop job scripts in a spool directory, e.g. Univa Grid Engine, LSF, PBS Pro, . . .

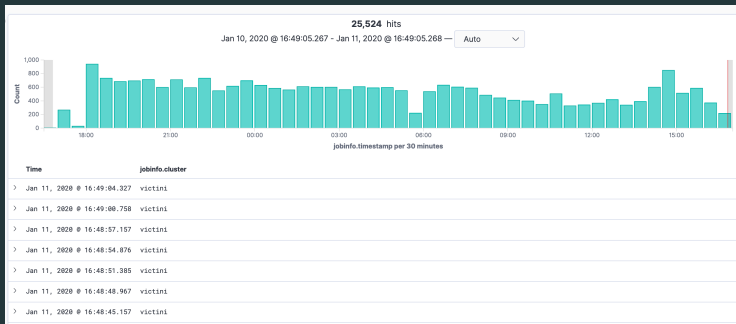
## What it does

- Monitor the spool director(y)(ies)
- Upon receiving a desired change notification tell the ...
- ... scheduler-savvy front end code to pick up the data as it knows how to
- The resulting job information is pushed onto a FIFO queue for further processing
  - To allow fast processing of data as jobs can be entering the system suddenly in large quantities
- The back-end takes the items out of the FIFO queue and archives the information

## Supported back-ends

- Saving to a file hierarchy with YYYY[MM[DD]] sub-directories
- Sending a JSON structure with the job script information to Elasticsearch
- Producing a JSON structure with the job script information to Kafka
- Note: I only implemented the features that we need/use for ES/Kafka (which is fairly limited)

# 24 hours of job scripts injected into ES through Kafka (6 Ghent University clusters)



# Resources

- <https://github.com/itkovian/sarchive>
- <https://crates.io/crates/sarchive> (may be behind master, depends on dependencies)
- Fork it, add to it and open a PR :)
- Or open an issue if you want or need a feature